

SILENT HILL 3 THE GAME KONAMI HOPES IS TOO SCARY FOR YOU TO PLAY!

# PS2

AUSTRALIA'S ONLY MONTHLY PLAYSTATION MAGAZINE

*Vice city*

PART TWO OF OUR HUGE  
PLAYGUIDE INSIDE

## MORTAL KOMBAT DEADLY ALLIANCE

FULL REVIEW OF THE BLOODIEST BEAT 'EM UP EVER!

## 2003 PREVIEW

SNEAK PEEKS AT THIS  
YEAR'S BIGGEST HITS!

Resident Evil Online  
Enter The Matrix  
Devil May Cry 2  
Gran Turismo 4  
Ridge Racer 6  
Soul Calibur 2  
The Hulk  
Driver 3  
AND A WHOLE LOT MORE!

MARCH 2003 ISSUE 09  
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09

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A  
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FINAL  
JOURNEY  
BEGINS



# STAR TREK NEMESIS

RECOMMENDED FOR MATURE AUDIENCES 15 YEARS AND OVER (M) 15+  
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PARAMOUNT PICTURES PRESENTS A RICK BERMAN PRODUCTION "STAR TREK: NEMESIS" PATRICK STEWART  
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EXECUTIVE PRODUCERS MARTY HORNSTEIN PRODUCED BY GENE RODDENBERRY WRITTEN BY JOHN LOGAN & RICK BERMAN & BRENT SPINER DIRECTED BY JOHN LOGAN PRODUCED BY RICK BERMAN  
CASTING BY STUART BAIRD  
StarTrek.com

## IN CINEMAS FEBRUARY 6





66

**STAR WARS BOUNTY HUNTER** Rooting out coconut-based confectionary across the universe, wherever it is.

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### PREVIEWS

THESE ARE LIKE REVIEWS ONLY WITH A 'P' IN FRONT OF THEM, BUT STRANGELY IT DOESN'T MAKE GAMES ANY BETTER IF WE PEE IN FRONT OF THEM. IT ALSO SEEMS TO IRRITATE THE CLEANERS AND, QUITE OFTEN, THE PR MAN DEMONSTRATING IT TO US. WELL, NOT SO MUCH 'IRRITATE' AS 'DISGUST'.

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### 96 DVD DETAILS

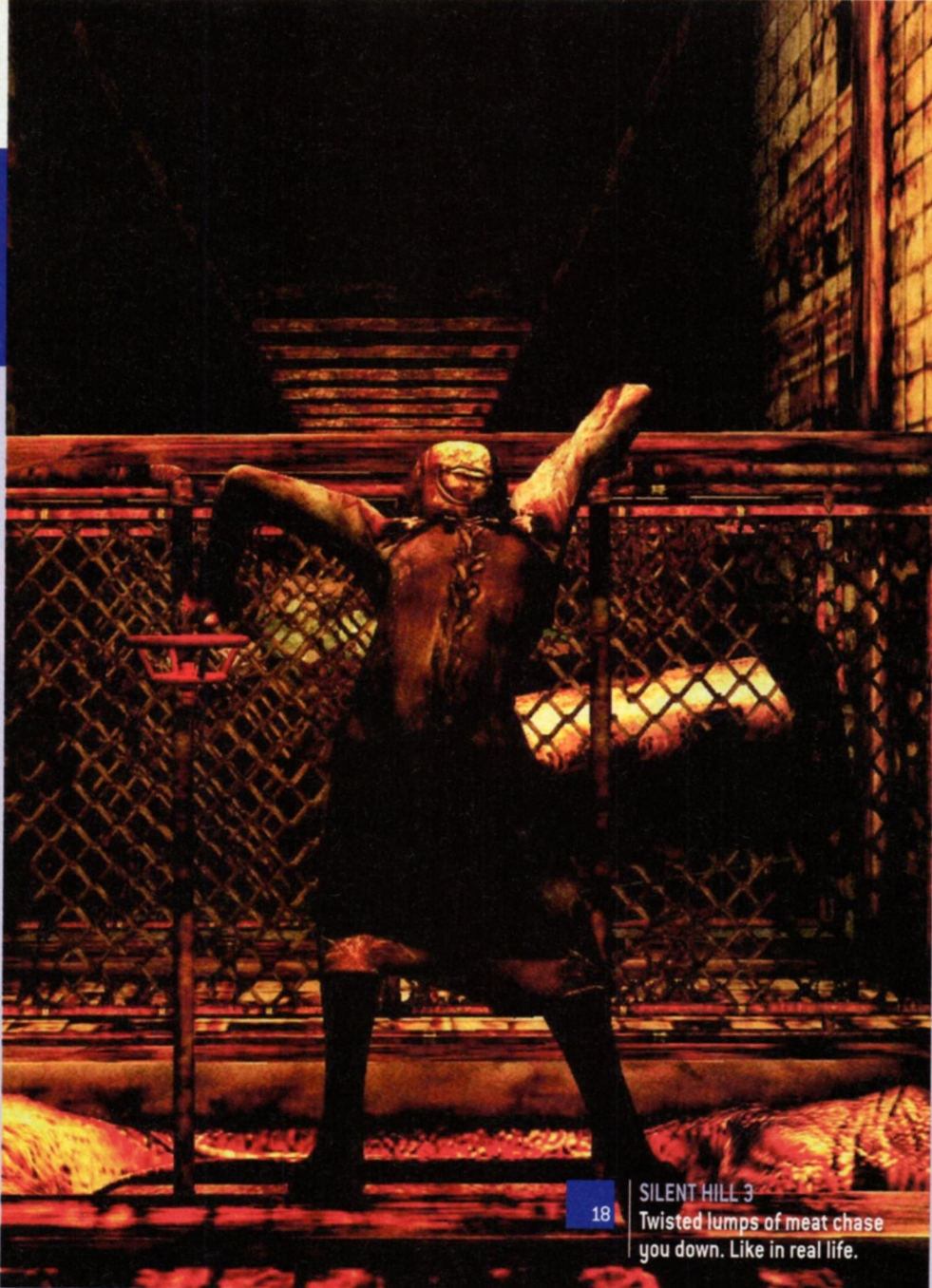
LAST MONTH'S REQUEST FOR GRAHAM CORRESPONDENCE FELL ON DEAF EARS. SO PLEASE PEOPLE, EMAIL HIM! HE'LL HAVE TO RESORT TO BEGGING OTHERWISE. HOW HUMILIATING!

### 97 THE BIG PRIZE

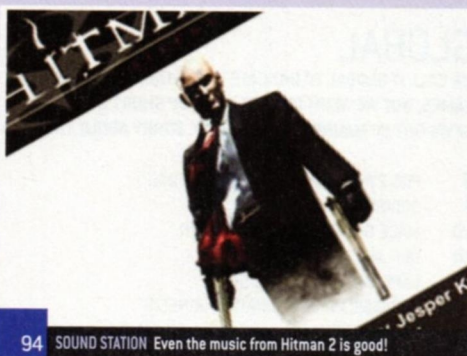
AT THE TIME OF WRITING THIS, WE DON'T KNOW WHAT THE BIG PRIZE IS. WE'RE SURE IT'S TERRIFIC THOUGH. TRUST US.

### 98 NEXT MONTH

NEXT. MONTH. YOU DO THE MATHS.



18 SILENT HILL 3  
Twisted lumps of meat chase you down. Like in real life.



94 SOUND STATION Even the music from Hitman 2 is good!



80 SOLUTIONS Vice City gets a second thrashing for your delectation.



78 SUBSCRIBE You'd be stupid not to do it this month.



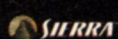
92 DVD RELEASES Carry movies in your pocket. This movie.



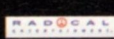
AVENGE HER PAST.  
DISCOVER HER FUTURE.



JAMES CAMERON'S  
**DARK ANGEL**™



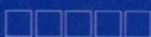
PlayStation 2



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# PSW WELCOME



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## EDITORIAL

**BROWSING THROUGH OUR 2003 PREVIEW FEATURE, ONE** game for me stands head and shoulders above all else. Not that there aren't numerous promising titles worthy of considerable anticipation – *Devil May Cry 2*, *Zone of the Enders 2*, *Deus Ex 2*, *XIII*, *Soul Calibur 2*, *Frequency 2*, to name but a handful of those deserving your attention. But if I had to pick just one game listed on the release schedule for the coming months, it's a terribly easy decision. It's a purely personal thing, but I desperately want to play *Silent Hill 3*.

I absolutely loved both *Silent Hill* (on PSone) and *Silent Hill 2*. Although never blessed with the same commercial appeal of the *Resident Evil* series, for mine the *Silent Hills* were always vastly superior games. Forget the spurious accusations of poor controls – combat was meant to be awkward. You played a regular guy (now girl in *SH3*) who'd presumably never used a pistol, let alone

a shotgun, in his life. If you found it difficult to aim properly or strafe around enemies, then that makes perfect sense. You felt anxious, panicked, fearing for your life. And that was precisely the whole point.

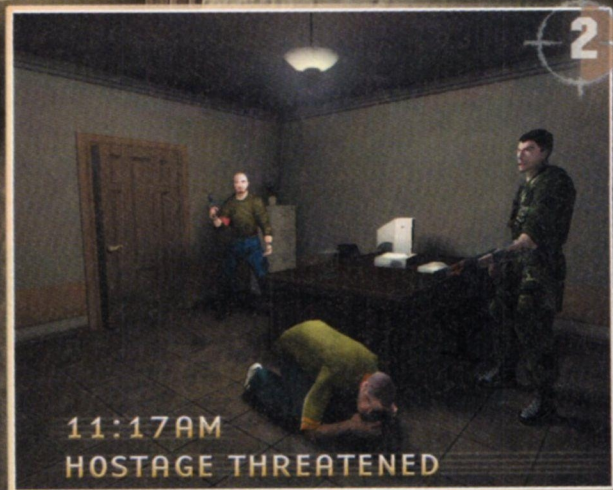
And then there were the obtuse narratives, constructed out of piercing metaphors and fragmented nightmares. You were forced to piece together errant plot strands into something approaching coherence. Like a good novel, you drew upon your own experience in an effort to interpret some semblance of meaning. It became personal. Add the varied multiple endings – the completion of which were necessary to illuminate the full picture – and you've got two of the most absorbing and, yes, adult games to grace any console.

I can't wait to get lost in *Silent Hill* again...

/ DAVID WILDGOOSE



Tom Clancy's  
**RAINBOW SIX 3  
RAVEN SHIELD™**



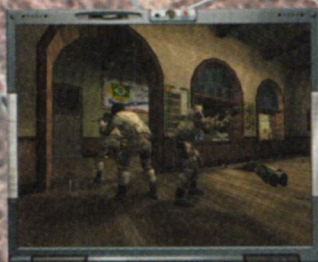
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END TERROR.**

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# GLOBAL

ONLINE FOOTBALLING COMES TO OCEANIA – FORCE IT HOME!

GLOBAL this month...

- 9 Driver 3
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- 15 Otaku Alley
- 17 Australia's Most Wanted



**FORCE IT HOME / FIST IT!** Will Peter Brackley keep up the unintentional innuendoes?



**WORLD CUP HANGOVER** Bet the Japanese stats increase.



**TRY TO WIN** Er lads. Scrums happen in that other sport.



**LET'S DANCE** Put on your red shoes and get sent off.



**NECK IT** The headless defender saves Spain's blushes.



**DON'T LET THE TEETH FOOL YOU** Ronaldinho doesn't find the Jap keeper so accommodating.



**I'M ON THE PHONE** Can you imagine this online? You'll never leave the house again...

## PES 3 GOES ONLINE!

BLIMEY! JUST WHEN WE THOUGHT WE HAD PES2 LICKED ALONG COMES AN EVEN MORE BEAUTIFUL GAME.

### HAT TRICK

WHILE YOU'RE STILL COMING TO TERMS WITH YOUR LEAKY defence and a squad full of dribbling geniuses, the team behind the best footy game ever to grace God's green earth is already working on the follow up. The game series known as *Winning Eleven* in Japan and more fondly referred to as *Pro Evolution Soccer* over here is already far enough advanced to spew forth these sumptuous screens. What's more, the latest instalment will mark a radical turning point in the evolution of the series. For its forthcoming Japanese release (Australia to follow soon!) *Winning Eleven* will come with online capabilities.

This includes the option to download updates for your game. The possibilities here are endless. New haircuts for Beckham. The latest goal celebrations. Yet another

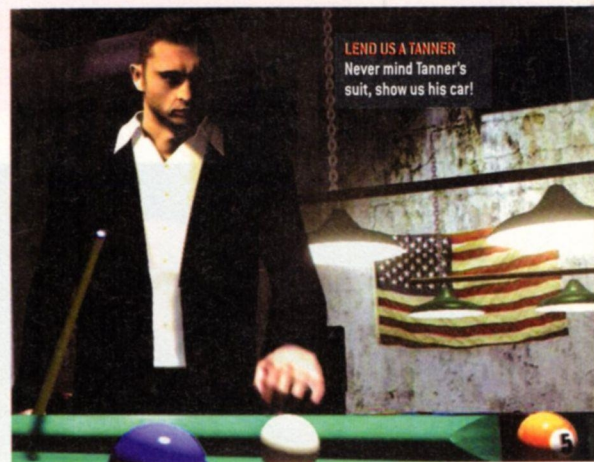
lowering of Bosnich's mentality stat. Updated squad listings and the removal of Keane from the Ireland team. It could almost make buying another footy game totally redundant. But what we're really looking forward to is the ability to play online. The development team is keeping schtum about this particular aspect, but in all likelihood it will take the form of a four-player game, like the recently announced *Network Resident Evil*. And with an ultra-speedy broadband connection (and no time lag) it should be just like your opponents are actually there with you. Although they're actually in Perth.

As for the actual game, new animations should make play even slicker than before with players responding to your commands in an instant. Keepers will be more mobile and heading should be far more accurate, encouraging you to glide down those wings, fire balls into the box and

finally discover a use for Czech beanpole Jan "Killar" Koller. You'll even be able to modify the player's shirts to have them emblazoned with their proper names or a suitably derogatory term. "Diver" springs to mind for quite a few Latino "stars". Games will also finish with a much more detailed breakdown signalling exactly where you need to improve and in which areas you dominated.

The best thing about Konami's policy of releasing *Winning Eleven* games in Japan, in between *Pro Evolution Soccer* releases over here, is that they can use Japan as a testing ground before spoiling us with the definitive festival of footballing magic. The juicy nuggets that you'll see appearing in the next *Winning Eleven* title will be finely tuned, polished and perfected before appearing on the shelves over here as the beautifully formed *Pro Evolution Soccer 3*.





LEND US A TANNER  
Never mind Tanner's  
suit, show us his car!

## STUNTMAN + GTA + THE GETAWAY = DRIVER 3

**DRIVER 3 IS COMING, AND IT JUST CAN'T BE QUICK ENOUGH ABOUT IT.**

■ CARNAGE

EVER SINCE WE CAUGHT A GLIMPSE OF DRIVER 3 ON THE extras bit of the *Stuntman* game we've been gagging for something, *anything*, to confirm that the third instalment of this blockbusting series will be just as mind blowing as the first two games. Just when we were beginning to think another three year *Getaway* saga was in the making, word filters through from the gaming underground of significant developments in the world of wheelmen. *Driver 3* has come under the spell of *Grand Theft Auto: Vice City*.

Not content with having big squealing muscle cars and the best handling on the planet, *Driver 3* will now have little blokes running about shooting each other. Yep that's right, *Driver 3*'s got guns, lots of 'em. If anything gets in your way, don't go around it, just blast your way right through! Our excitement at the thought of legging it about between car chases and shooting the living daylights out of anything that moves is tempered somewhat by last month's review of *The Getaway* (5/10 PSW#8). Let's hope they go down the *GTA* route and avoid any of the dodgy camera, hair-tearing control frustrations that ruined *The Getaway*.

According to our underground sources, *Driver 3* will fall somewhere in between the demanding realism of *The Getaway* and the OTT mayhem of *GTA Vice City*. Sounds like a pretty juicy balancing act to use. What's more, of the three cities you'll get to screech through in *Driver 3* one of them just happens to be Miami. The *Vice City* influences just keep on comin'. Except in this case *Driver* once again straddles the middle ground offering a much more realistic rendition of America's west coast than *GTA Vice City*, but not quite as pinpoint accurate as *The Getaway*'s recreation of London. Nice and Istanbul will also be awaiting your tarmac-burning skills when *Driver 3* finally hits the shelves in the spring. Expect the first pics and more info very soon.



A STREET, YESTERDAY Before everyone got up. Oooh, how they tease us.

## EVOLUTION OF THE BEAUTIFUL GAME

PRO EVOLUTION SOCCER IS FIRST ONCE AGAIN WITH THE REALLY BIG MOVES.



### // INTERNATIONAL SUPERSTAR SOCCER PRO

The first proper *ISS* (we're not including the earlier *ISS Deluxe* - it was rubbish) brought greater realism to the genre offering the first true footy experience.



### // INTERNATIONAL SUPERSTAR SOCCER 98

The world of football games would never be the same again after the *ISS* series invented the glorious through ball.



### // INTERNATIONAL SUPERSTAR SOCCER PRO EVOLUTION

The sublime Master League causes relationship break ups worldwide. Now *ISS* has a single player mode just as astonishing as the multi-player game.



### // INTERNATIONAL SUPERSTAR SOCCER PRO EVOLUTION 2

The players don't just look like their real life counterparts, they play exactly like them thanks to accurate skill attributes.



### // PRO EVOLUTION SOCCER

Just when we thought it couldn't get any better the first PS2 version combines stunning visuals with matches so real you could almost be watching SBS.



### // PRO EVOLUTION SOCCER 2

Dribbling players, three season Master League including cup competitions, hundreds of current and retired stars, training games. Bigger and better than ever before. Almost perfect, until *PES3*.





**WARPED** The submarine was well and truly Tangedoed.



**BLOODY MESS** If you ever see this, simply leave.

## SPACE ACE MACE

IN 2472, A CRACK COMMANDO RANGER WAS JAILED FOR A CRIME HE DID NOT COMMIT. IF YOU CAN FIND HIM, MAYBE YOU CAN HIRE **MACE GRIFFIN: BOUNTY HUNTER**

### FLOATERS

**WE THOUGHT THIS WAS A STAR WARS GAME** for ages. It's not, although it does have the right name and the massive, needlessly complex and contrived back story to its events that indicate it could be. You play the part of a Special-Ops Ranger, going about your everyday business, until – predictable plot twist number one – he's framed for murder.

Un-incredibly, it turns out you're caught up in some bigger scheme of things, involving conspiracies, double-crossing and all the usual 'hidden agenda' themes of umpteen action adventure videogames.

So what's new, exciting and original about *Mace Griffin* that will make you want to pay your own money for it and play it in the evenings?

Well they're keen to stress the freedom aspect of the gameplay, which lets you fly through space, walk around your ship as it heads to its destination, get out and wander around a planet, all seamlessly adding to the atmosphere. Just like *GTA Vice City*, we presume, only here the game contains two very separate styles – up-in-space and on-the-ground combat, which, it's hoped, will result in an epic action game packed with variation, excitement and a damn good story too.

Your missions? Infiltration, destruction, salvaging and protection rackets are but a few – and what do missions make? Money. What does money buy? Bigger weapons and faster spaceships, mostly. So, it's 400 years into the future and off to explore the Vagner system, should you so wish. Early impressions are very positive, with a genuinely impressive futuristic style twinned with ultra-gory shoot outs. All manner of human organs fly past your weapon of choice meaning there's no real scope for taking anybody alive. Bobba Fett is a saint by comparison. You'll find tons more details and exclusive DVD footage in next month's PSW. Where else?

## LOAD OF OLD RAP

ALL THAT SHOUTING. RAPPERS SHOULD BE MORE POLITE. IT'S **DEF JAM VENDETTA**.

### FIGHT THE POWER

**YES! EA SPORTS BIG HAS RETURNED! THE CRAZY** developers we'd really like to share a flat with have turned their hands to wrestling, signing a deal with hip hop label Def Jam as a source of fighters.

The list of available talent is incredible, with DMX, Ludacris, Method Man, Redman, N.O.R.E., Scarface, Ghostface Killah, Capone, Keith Murray, foxy newcomer Christina Milian and crusty oldtimer Funkmaster Flex. There

are 12 Def Jam stars in total – and they've all created their own taunts and special moves. You also get another 30-odd specially dreamed up characters to fight against.

There will be a storyline to follow, challenging players to earn money, power and respect as they battle through the underground fight scene while rhyming furiously.

EA BIG has also promised to throw in a new track from each artist, making this an absolute essential for any 'kids' that spend a large amount of time on 'the street'. *Def Jam Vendetta* should be backing its ass into your face this April.



**GANGSTA SLAP** The rappers rhyme furiously as they fight.



**THAT (JOHN) HURT** It's Alien for a new generation!



**DEF SLAM** The line up of wrestlers reads like a list of hip hop aristocracy.



**DMX XXX** Each artist will provide a new track for the game.



# RETRO SUPER STARS

THE MOST PROLIFIC GAMES SERIES CONTINUES APACE AND FINALLY LOOKS LIKE A MODERN TITLE. MARVEL AT THE FULLY 3D **CAPCOM FIGHTING ALL STARS**.

■ EVERLASTING

THE MOST POPULAR BEAT 'EM UP ON EARTH has been released so many times on so many formats, it's hard to keep track of the retro-friendly 2D prize fighter. *Street Fighter* may have laid down the rules for every beat 'em up since time began but we always felt as though a proper 3D version was what PS2 gamers were begging for.

*Capcom Fighting All Stars* makes a mockery of the nerd-friendly flat screen appearance of previous instalments and comes packed with the kind of explosions and eye-popping pyrotechnics that most

shoot 'em ups would die for. Seasoned favourites return, along with a mix of fighters culled from Capcom's bulging arcade catalogue.

Gameplay remains faithful to the original but includes finishing moves, pinched directly from *Mortal Kombat*. But rather than spine-shredding assaults, finishing moves are of the flaming punch variety. Each fighter has three levels of energy bars and the amount of energy left will dictate how impressive super combos can be. If you can name more than eight *SF* characters, we'd say that you're a fan and are probably awaiting the March arcade debut and the PS2 version due in autumn.



# GORILLA WARFARE

THEY CRACK PAVEMENTS, EAT CHILDREN AND SHOUT AT YOUR MUM. NO, IT'S NOT SLIPKNOT, IT'S THE **WAR OF THE MONSTERS**.

■ BEASTS

THE BEASTS ON SHOW IN *WAR OF THE MONSTERS* would have all members of *WWE* for breakfast. The mountain of Godzilla and King Kong lookalikes would even make *Mortal Kombat* combatants wet the bed. The arcade-friendly scrapping between monsters takes place in crowded cities, demolished buildings and even volcanoes. If you enjoy men in rubber suits pretending to be giant lizards, this is for you.

Best played with a friend, the novel two-player option features a single screen that switches to a split-screen mode when opponents become distant from each other. Close quarter punch-ups are combined with projectile

battles, with each monster owning a weapon or in-built super power such as laser vision. The novelty that sets *War of The Monsters* apart from traditional brawlers is that any nearby object can be picked up and used against the enemy. Cars can be thrown like tennis balls while power pylons can be used as battering sticks. If that doesn't kill your opponent, it's simply a case of lifting him up and throwing him towards one of the natural disasters, such as earthquakes and tidal waves.

It's all looking is the kind of destructive free-for-all that starts real fights among gamers so it's a shame that it's not a four-player game.

Sony unleashes *War of The Monsters* in March.



POP! Hagar went nuts at a busking bubble wand trader.

# SCOPE FOR A SEQUEL?

**SILENT SCOPE 3** BRINGS THE DUBIOUS THRILLS OF SNIPER KILLING BACK TO PS2.

■ WASHINGTON

IT'S TERRORISTS AGAIN. THEY REALLY OUGHT to ban terrorists, what with all the bother they cause. This bunch has kidnapped an expert cloning scientist, somehow intending to use his knowledge to bring about world domination of some sort. You're one of those undercover operative things, meaning you go about killing anything in a balaclava or anyone wearing sunglasses. As a special bonus to halt the 'gun games are too short' lobby, the entire *Silent Scope EX* arcade game is included. Which, should make *Silent Scope 3* a quite superb deal upon its February release. Full review next month.



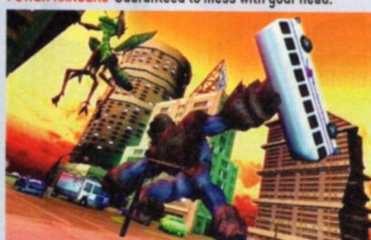
I HAVE THE SHOT Take down the 'copter, if only for laughs.



EH? Two cleaning ladies and a man from accounts. Fire!



POWER RANGERS Guaranteed to mess with your head.



STRONG KONG Use the bus to kill the stick insect.





ALL KICKING OFF Akira's as technical as ever.



FUJIN' HECK Hair would come in handy here



## VIRTUA FIGHTER 4 EVOLUTION

THE WONDER OF NATURAL SELECTION BRINGS A NEWER, STRONGER AND FITTER EVOLUTION OF VIRTUA FIGHTER 4 TO PLAYSTATION2.

### NEW GUY NUMBER ONE

#### BRAD BURNS

An Italian-American kick boxer, Ladies man Brad became way too good at fighting in his own country and decided to seek out the greater challenges of the World Fighting Tournament. His style reminds us most of Jacky Bryant, with his sweeping kicks and big-hitting punch moves. We don't like Jacky much, hopefully Brad will be the man Jacky should have been all along.



### FIGHTING EVOLVES

OUT IN JAPAN IN A MATTER OF WEEKS, *Virtua Fighter 4 Evolution* is the latest update to Sega's all-conquering (well, we love it) fighting series. It's been out in Japanese arcades since last year, and now it's coming home in a convenient PS2 format.

So what's new in *Evolution*? First of all please note that this is not a proper sequel, it's a kind of re-imagining, a subtle tune-up to the majesty that was *VF4*. It's the two new characters that are the big

draw here, with American kick boxer Brad Burns and the blue-rinsed judo pro Goh Hinogami joining the old stars of *VF4*. All of the characters have been tweaked, as have the backgrounds, but only the *VF4* expert is going to notice much of what's new.

Elsewhere *Evolution* comes with a few more obvious new features to make it stand out from its arcade dad. Three new modes are available in *Evolution*; Training (the training bit), Mission (the progressive arcade battle bit) and Quest (the travelling Japanese arcades bit).

## ONE YEAR ON...

SEE HOW THE VIRTUA FIGHTERS HAVE CHANGED!

### AKIRA



Christ, he's grown a beard! The lazy git. Let's just hope his relaxed attitude towards facial hair isn't reflected in his approach to training.

### JEFFREY



The beach-based, wrestling fisherman looks noticeably older this time around. He'd better be careful fighting too much at his age.

### SARAH



This ludicrous new hairstyle and glasses combo sees Sarah Bryant going for the geek chic look. We prefer her old tomboy pony tail, to be honest.

### LION



The French kicky bloke has spent the last year growing his fringe out. The result is this feminine style that puts the new boyish Sarah to shame.

### LEI FEI



The previously bald monk now comes with hair! Even with shaolin training surely it's not possible to grow that much hair in a year?





## NEW GUY NUMBER TWO

### GOH

Meet Goh Hinogami. An assassin from the J6 organisation (which brainwashed Sarah Bryant and made her fight in VF1, if we remember correctly), Goh is a Judo expert who fights to continue the memory of his murdered Judo master father. He shares a lot of moves with VF legend Akira Yuki, offering a similarly complex and technical style.



GERROFME Mano-a-mano in Akira's dojo stage.

**/ THE TRAINING MODE HAS BEEN ENHANCED TO INCLUDE REAL MOVES USED BY TOP JAPANESE PLAYERS /**

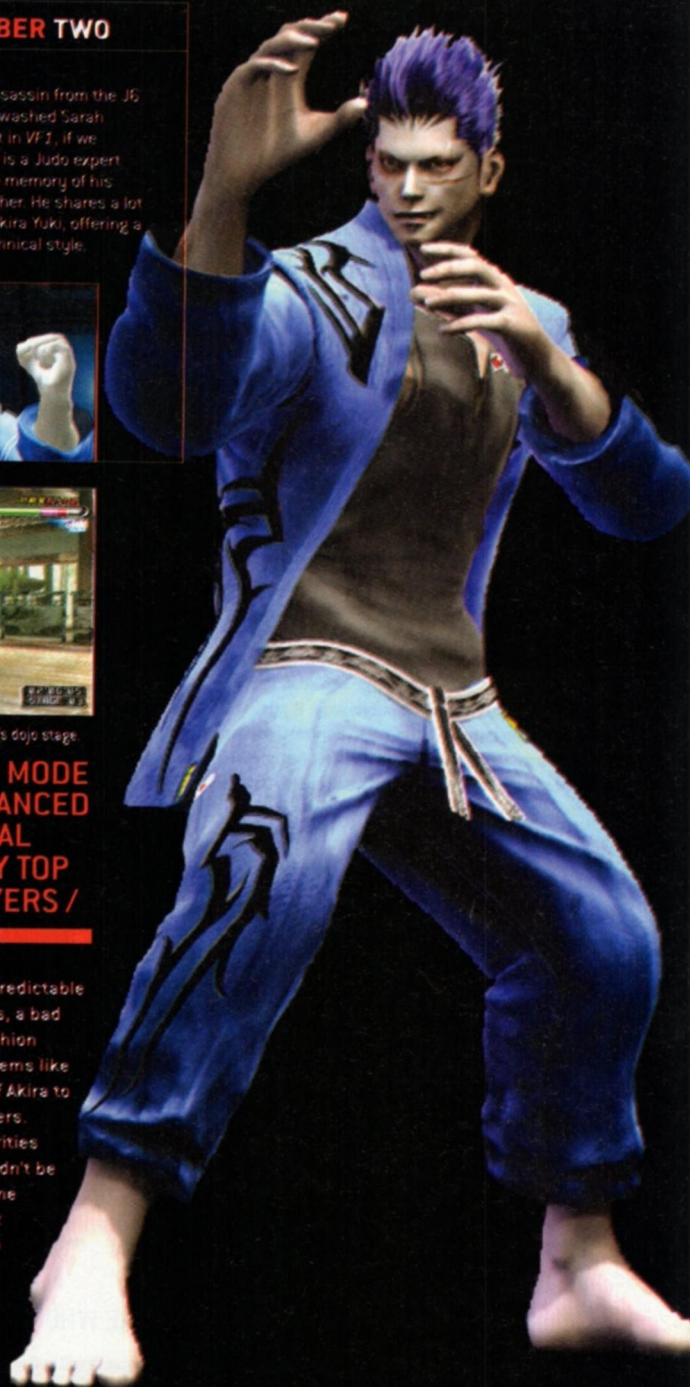
Quest seems to be by far the most interesting new addition, bringing a vaguely adventure game-like angle to the proceedings. Your character travels around various arcades in Japan, taking on opponents and rising through the ranks of a national VF tournament, fighting against an army of 500 or so individual opponents. Some members of the VF development team appear here too, with their skills and abilities accurately modelled. The training mode has been enhanced to include real moves and tricks used by top

Japanese VF players too, while the collectible items and clothing which made VF4's Kumite mode such a compulsive experience have also been upgraded to feature yet more new items to unlock and earn. *Evolution* even goes as far as including entire replays of matches played between Japan's finest players, should you fancy learning from the best or trying to convince your mates it's one of your own saved games.

We've played VF4 *Evolution* in the arcade and frankly we were none too impressed with newcomers Brad

and Goh. Brad is a fairly predictable Tekken man – lots of kicks, a bad attitude and appalling fashion sense – while Goh just seems like a less impressive clone of Akira to our averagely skilled fingers.

Considering the similarities between the two, we wouldn't be surprised if there was some cloning/evil twin/long lost brother business going on between Akira and Goh. VF4's sinister sibling *Evolution* is out in Japan in March. A local release is currently unconfirmed.



### VANESSA



Hunky military pin-up 'Nessa has swept her hair back and adopted some kind of vision enhancing device. X-Ray vision for looking at boys? You perv!

### KAGE



Shy ninja Kagemaru still prefers to keep his face hidden at all times. Does he look any different? We can't tell. His eye colour seems unchanged.

### AOI



She's softened up her hair greatly, ditching the angular bob for this feathered style. She's still our least favourite VF character, though.

### LAU



Now looking older and meaner than before, the bearded punch-kick merchant blows his hard look with a pretty little bracelet on his right arm.

### PAI



Lau's daughter seems to have had her boobs done, such is the pressure on female game stars nowadays. New hair style, same costume. Cutie.



# THEME PARK WITH BITE

BUILD THEME PARK. CHARGE PEOPLE TO GET IN. LET DINOSAURS DEVOUR THEM. IT'S JUST LIKE THE FILM. BUT WITHOUT JEFF GOLDBLUM. WHICH IS A GOOD THING.

## FRIGHTENING

DESIGNING YOUR OWN THEME PARK HAS ALWAYS BEEN A great laugh, but rollercoasters and burger bars are all a bit passé now. 30-foot man-eaters, terrified visitors and the odd unfortunate T-Rex escape/customer chomping incidents are just the injection of excitement that these management games need. *Jurassic Park* hands you a clump of land and lets you loose designing your very own prehistoric theme park, just like the film.

The only difference here is that your customers will actually make it into the park. Whether they make it out again is entirely up to you. Every single decision is yours. From the design layout to the entrance fees, it's up to you to maximise your profits and keep the visitors entertained. Of course, the biggest challenge will lie in keeping your caged beasts content and the public safe. By using a mixture of chemicals you can attempt to control your Dino's hunger, aggressiveness, energy levels etc. Get the mixtures wrong, however, and it might push your enslaved beasts over the edge and prompt a mass breakout. *Jurassic Park* also



**BOMBASTIC** The JP tourist balloon doubled as a effective bomber.

contains a separate challenge where you're faced with twelve different scenarios. If you're bored of the management and want to dive straight into the action you can set about rescuing stranded park visitors or stopping a dino rampage. You can even pilot a helicopter to give you a bird's eye view of the carnage going on. *Jurassic Park* is pencilled in for an early release this autumn.



# DA-KAR IS THE STAR

CHRISTINA AGUILERA ISN'T THE ONLY ONE WHO WANTS TO BE DIRTY. **DAKAR 2** IS COMING.

## DIRTY

IF AT FIRST YOU DON'T SUCCEED, CHANGE everything. That seems to be the philosophy behind *Dakar 2*. While the first game had the advantage of being based on one of the world's most insane off-road events, all the wheels came off when we actually played it. So the developer has decided to go back to the drawing board for the second instalment of *Dakar* madness and re-do everything that didn't work in the first game.

The overall speed of the game will be upped significantly and it won't be such a lonely experience this time around. Hundreds of competitors enter the Paris-Dakar every year



so the game will reflect this with more traffic to contend with as well as the testing African terrain. An overhauled checkpoint system will inject urgency into your driving and an immense variety of environments will reflect your journey through France, Spain, Morocco, and the deserts of Dakar. Most significantly, and unlike any other rally game on PS2, you'll be able to choose from off road cars, 4WD trucks or all terrain motorbikes. *Dakar 2* should be tuned and ready to go this February.



**DIRTY TRUCKERS** The biggest skids you've ever seen.



**THE BUSHES AND THE BISHIS** You'll need a sturdy 4WD.



**IT'S ALL GRAVEL** The ground is far from so solid.



**RAIN OR SHINE?** You'll meet both extremes of weather.

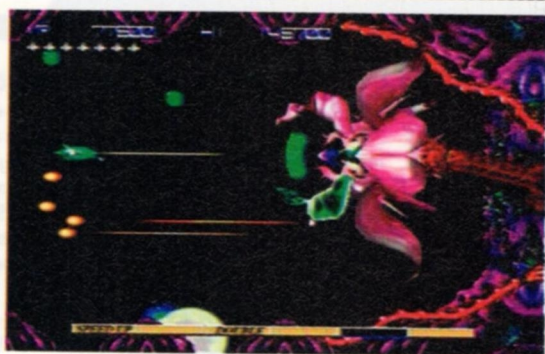


**DESERT SKY** Grab some big air on a small bike.



# Otaku Alley

Ever since the late 1980s, 2D space shooters have held a special place in the hearts of hardcore gamers the world over – particularly in Japan. In this special edition of Otaku Alley, we're going to take a look at some of the best PS2 shooters the land of the rising sun can produce



● TYPE: Blah  
● PUBLISHER: Konami  
● CHANCE OF LOCAL RELEASE

25%

## Gradius III, IV and V

■ The Gradius series has been a big name in 2D shooters for over a decade now and is beloved by fans for its meticulously designed levels and finely tuned weapon system. Gradius III and IV were released in Japan as a single compilation pack some

time ago and are considered by many fans to be the absolute pinnacle of the franchise thus far. Gradius III, which is a direct port of the original arcade game, is especially beloved for being one of the most absurdly difficult shooters to ever

drive a socially inept Japanese teen to raving insanity. It did, after all, only have two skill settings: hard and impossible. Excitingly, Konami has recently announced the development of Gradius V for the PS2. Details are pretty sketchy at

the moment, but we did manage to get you two lovely screenshots to peek at in the meantime. Looks pretty swank, eh?



● TYPE: Bizarre Blah  
● PUBLISHER: Taito  
● CHANCE OF LOCAL RELEASE

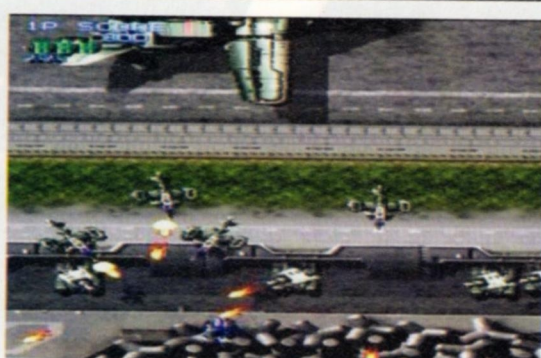
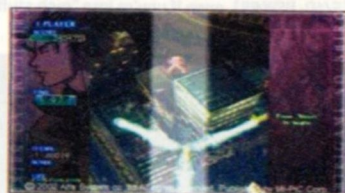
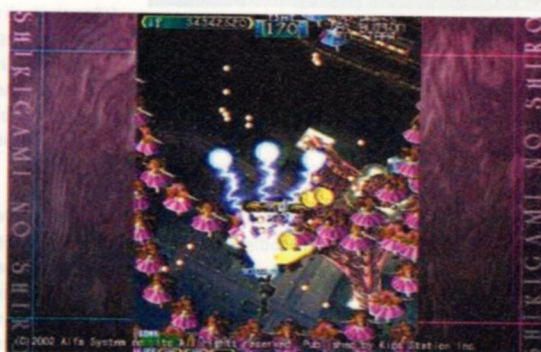
2%

## shikigami no shiro

■ Released in Japan just recently, Shikigami no Shiro (Shiki for short) and has apparently already established itself as a bit of a favourite amongst the hardcore shooter scene over there. From what our sources tell us, the game can be played in either top-

scrolling or side-scrolling mode and features one of the most intuitive yet powerful weapon combo systems ever devised for a game of this type. How this system actually works hasn't really been explained to us very clearly, but it evidently has something to do

with three different shot types and erratic changes in enemy patterns according to which type one uses most often. We think.



● TYPE: Blah  
● PUBLISHER: Taito  
● CHANCE OF LOCAL RELEASE

0.01%

## xii stag

■ Arguably one of the most esoteric shooters ever released, XII Stag was originally released for the arcades in the late 90s and was one of the last great shooters based on Taito's revered PSX G-Net hardware system. The consensus among those few people to have

actually played it seems to be that it is an excellent but utterly strange shooter that features some of the best bosses in the genre. The PlayStation 2 version, which will obviously feature massively improved visuals and other neat goodies commonly

associated with improved technology, is due for release in Japan later this year. It probably won't be released here, of course.





# Dialogue



THE PART OF THE MAGAZINE YOU WRITE, THEN WE TYPE IT UP IN THE CONDUIT ITC FONT AND PUBLISH IT ALL.



SPLINTERED Sneaking his way onto PS2 in 2003...way cool!

## / ENDING LOOK-A-LIKE

Hey guys could you please sent me the screenshot on page 69 in PSW#8? It's The Getaway pic with the Reservoir Dogs ending look-a-like. I can't find it on any websites.

Nathan Roche,  
via email

P.S. Should I get that The Getaway 'cos I am into mob stuff like The Sopranos and Goodfellas and stuff?

Sure. Here's the pic again for those who missed it. We wouldn't advise you pick up The Getaway (5/10, PSW#8), even if you're into "mob stuff". Surely GTA3 is a better option.

## / ASHAMED TO ADMIT

I am a 16 year-old male who has thinking baaaaad thoughts. I am ashamed to admit it but I was thinking of buying an Xbox because I wanted the new Tom Clancy game, Splinter Cell. Now I am on PS2! So please tell me to, ah, no, when the f@#\$! it'll be out in Australia?

Makoto Tomimatsu  
via email

At the time of going to print, we're advised that Splinter Cell should be out on PS2 around the end of March. Not too long to wait now!

## / SAY NO

I have found a glitch in Vice City! For full health, go to a save point. When it asks you whether you want to overwrite, say no and you will have full health! I have also found an easy way to get the tank in Colonel Juan Cortez's 'Sir, Yes Sir' mission. Simply follow the tank until you hear the sergeant yell "General, get us some doughnuts". The guy manning the tank will jump out and into the doughnut shop thus leaving the tank unmanned! Take off with the tank and get to Cortez's place before it explodes.

Michelle Johnston  
via email

And to think we wasted hours trying to get that bloody tank. Still, we think we had more fun doing it our own "special" way which ultimately involved rigging a bomb in a coach and parking it in front of the convoy, then using the flamethrower on all the vehicles except the tank. Highly amusing.

## MISCELLANEOUS CUTS

I got Vice City and The Getaway for Xmas. Guess which one went back on Boxing Day?

Lee,  
via email

Hmm, tough one.

I wonder which sentence you'll cut out to put in the Cuts section?

Ian Wilson  
via email

It was a hard decision.

Any news on Driver 3?  
Tommy Vercetti,  
via email

Yes, check back next month.

Is Jackson wearing a Liverpool shirt?  
Sami Hyppia,  
via email

Indeed he is. But only when not wearing an Ajax shirt.

## / FROM BEHIND

Do those Kamikaze cops annoy you? Well, I have a solution. If you have bought the Film Studio, go there. In the northeast corner there is a Packer. Get in it and drive away. Now the Cops will try to ram you from behind but will instead fly up the ramp and land 50 metres in front of you.

Adam Rees  
Via email

Nice work. However, you don't need to get a Packer from the Film Studio, there is always one driving around the docks on the second island.

## / CIRCLE OF BODIES

Here's a little prank I like to do. I go and purchase a couple of grenades and then go to The Malibu. I walk in and stand in the middle. I drop a grenade and run to the side. BOOOOOOM! People fly in all directions forming a circle. I then stand in the middle of the circle of bodies and look at what is left of the Village People. HAHAAHA1 Very mean, but it gets you a lot of cash.

Adam Rees  
Via email

More nice work, Adam. Bet your Mum is proud!

## / RELEASE THE GAS

Try using the Sanchez for doing wheelies. It is able to be driven on its back wheel at very low speeds. Just lean back and give it just enough to get it on its back wheel, once it's up release the gas and the bike will stay up on its rear wheel for quite some time. Just keep leaning back and give it a little gas whenever you see the bike slow too much or the front wheel dropping. For best results try doing this around in the back carpark of the Hyman Memorial Stadium. You should now have no trouble doing wheelies of more than 30 seconds. See if you can beat my record of 97 seconds.

For stoppies, the Faggio is the best bike because it is so easy to get it up on its front wheel. Just perform a stoppie as you normally would but release the brakes while its still moving slowly forward, as long as you don't steer too much it should be easy to perform stoppies for 10 seconds or more.

When trying to perform two-wheel driving stunts, I suggest driving the Moonbeam because of how easy it is to get up on two wheels. With just a little swerving you will find that this van can easily be rolled over. The challenge now is to see if you can control it as it starts to flip over. I suggest using the stretch of road outside the Leaf Links Golf Club to do this as there is never much traffic, with practice you should be able to drive for ten seconds or more.

Roger Nias  
via email

Thanks Roger. For a real challenge, try performing wheelies and stoppies using the Freeway.



## SEND YOUR THOUGHTS TO:

Dialogue, PSW,  
78 Renwick St,  
Redfern NSW 2016  
Australia.  
psw@next.com.au





# AUSTRALIA'S MOST WANTED

YOUR MOST ANTICIPATED GAMES IN ONE CONVENIENT LIST! VOTE NOW - VOTE OFTEN! EMAIL YOUR TOP FIVE TO PSW@NEXT.COM.AU

## 1 Devil May Cry 2

Oh dear, a lot of people are going to be disappointed by this. A mere month after ousting *Vice City* at the top of your wanted list, *The Getaway* gets the PSW review treatment - and comes off looking rather battered and bruised. We suppose, if you know London like the back of your hand, there's probably some enjoyment to be had sightseeing. But otherwise, forget this clumsy, plodding faux-movie and stick with the *GTA* series.



■ TYPE: Action ■ DISTRIBUTOR: THQ ■ ETA: March



## HAVE YOUR SAY!

We want to know what games you're most looking forward to. Help us decide which games to cover each month! So send us an email listing the five games that have got you drooling with excitement. Each month, we'll tally up your votes and print the top ten on this page here. Tell us why you want a particular game and we'll include our favourite comments, too. One lucky entrant will win a game collecting dust on the editor's desk, so make sure you include your name and postal address. Send your votes to: [psw@next.com.au](mailto:psw@next.com.au)

## 2 Silent Hill 3



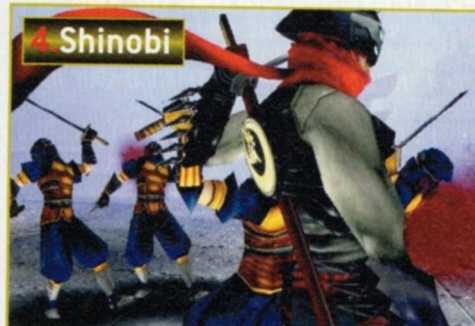
■ TYPE: Adventure ■ DISTRIBUTOR: Infogrames ■ ETA: April

## 3 Final Fantasy X-2



■ TYPE: RPG ■ DISTRIBUTOR: Sony ■ ETA: TBA

## 4 Shinobi



■ TYPE: Action ■ DISTRIBUTOR: Sony ■ ETA: March

## 5 Tenchu: Wrath of Heaven



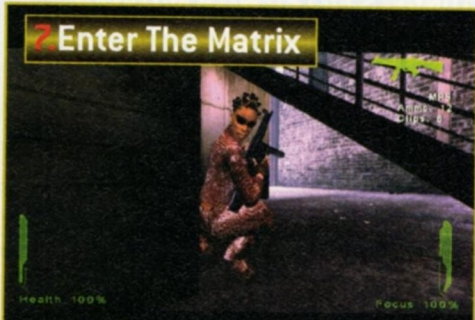
■ TYPE: Stealth ■ DISTRIBUTOR: Activision ■ ETA: April

## 6 Soul Caliber 2



■ TYPE: Fighting ■ DISTRIBUTOR: Electronic Arts ■ ETA: TBA

## 7 Enter The Matrix



■ TYPE: Action ■ DISTRIBUTOR: Infogrames ■ ETA: TBA

## 8 Driver 3



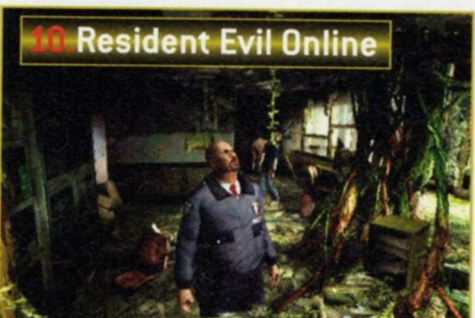
■ TYPE: Action ■ DISTRIBUTOR: Infogrames ■ ETA: Nov

## 9 Metal Gear Solid: Substance



■ TYPE: Action ■ DISTRIBUTOR: Infogrames ■ ETA: 2003

## 10 Resident Evil Online



■ TYPE: Advent ■ DISTRIBUTOR: THQ ■ ETA: TBA



## SILENT HILL 3

GOING ANYWHERE HORRIBLE THIS YEAR?



WHO'S THE MAN? Seems friendly enough, despite the beard.



AS YOU'D EXPECT It's already looking a lot better than Silent Hill 2.

# GOING ANYWHERE HORRIBLE THIS YEAR?

DESPITE THE DAMAGE-LIMITATION INITIATIVE LAUNCHED BY THE SILENT HILL TOURIST BOARD, THE DINGY, FOGGY TOWN STILL REMAINS THE LEAST POPULAR HOLIDAY DESTINATION IN THE WORLD. SILENT HILL 3 ISN'T GOING TO HELP THE TOWN'S IMAGE MUCH. / GARY CUTLACK

**OK, LIGHTS OFF, VOLUME UP, AND MAKE SURE YOU'RE SNUGGLED UP TO SOMEONE YOU TRUST. IT'S TIME AGAIN TO VENTURE BACK TO THAT DARK AND EERIE LAKESIDE TOWN. IT'D HAVE TO NIGHT TOO - WHY IS IT ALWAYS NIGHT? THAT SCARED-LOOKING GIRL'S NAME IS HEATHER, SHE'S THE NEW PALE-SKINNED, BLONDE-HAIRED HERO OF THE NEXT SILENT HILL. THE FIRST FEMALE LEAD OF A SILENT HILL GAME, HEATHER IS HERE BECAUSE HER LOCAL SUPERMARKET JUST, ER... SORT OF TRANSFORMED INTO A LABYRINTH OF TUNNELS FILLED WITH MUTATED MONSTERS WHILE SHE WAS POPPING IN FOR A CHICKEN PASTA SALAD AND SOME CRISPS FOR LUNCH.**

Therein lies the game. You're Heather, so look after her body and don't get it torn to pieces. As in *Silent Hill 2*, Heather is able to stand and fight the things or sneak by them and hide, as she - not unreasonably, it has to be said - tries to discover why her local Woolworths has just morphed into even more of a zombie-packed, living hell than most supermarkets are on a Saturday afternoon. That's the price you pay for shopping in Silent Hill. She should've used the internet delivery service.

### LET ME BE YOUR FANTASY

"They've come to witness the Beginning. The rebirth of Paradise, unspoiled by mankind," is an early half-clue Heather picks up from one of the few remaining humans she bumps into shortly after the supermarket transformation, with the third *Silent Hill* experience offering a similar mixture of the alive, the undead, the mutated semi-dead and the 'don't knows' as before. Who can she trust? Will she wake up and realise it was all a dream? Is that man trying to help her, trying to shag her or trying to lure her back to his house to kill her? Who'd be a single woman in this day and age, eh?

"Darkness, noise, blood and rust, solitude..." is how the *Silent Hill 3* creators summarise their creation in a baffling plot synopsis - we reckon they've been spending a little too much time sitting alone in their bedrooms listening to Manic Street Preachers albums and writing poems about how they feel. So let's talk to them, they sound like interesting people. PSW was granted an interview with *Silent Hill 3*'s Director Mr Kazuhide Nakazawa and the Scenario Writer Mr Hiroyuki Owaku. So, tell us about *Silent Hill 3*, developer types.

**PSW: What were your reasons for choosing a female lead for *Silent Hill 3*?**

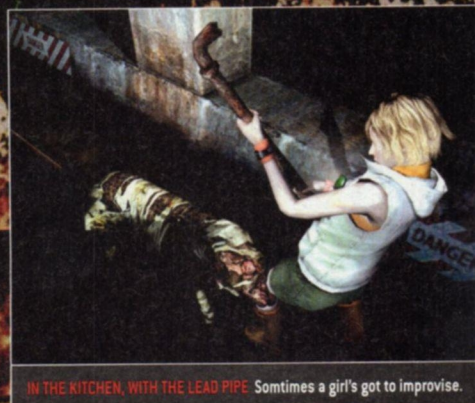
**MR OWAKU:** We didn't set out to deliberately create a popular female character with this, but we would be very happy if Heather becomes popular with players, though. It

sounds like a joke, but seriously here, the answer is that we just got bored! But of course it is not the only reason. As you know, we had 30-year-old guys as main characters in the first and second titles; however, we thought that using the same type of characters seems boring not only to players but also to the production side, people like us. So... we decided to change the character.

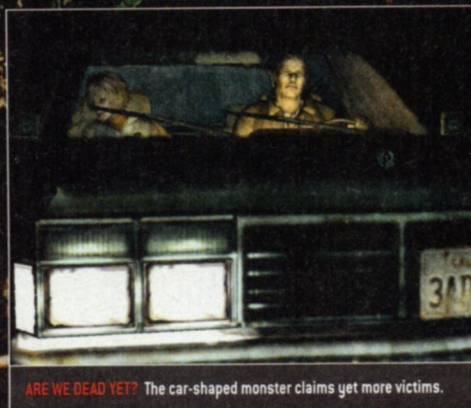
Our first candidate for the main character was an old man, but the fighting scenes are very plentiful in this game, much more so than before, therefore we decided to we needed to develop a younger character. On the other hand, for the storyline aspect, I wanted to have a more aggressive, active character, who curses and jokes around as well. Finally, we came up with the female character named Heather.

**From what we've seen so far you have introduced a new male character who drives around and helps Heather through the game. Will there be more interaction with friendly characters this time around?**

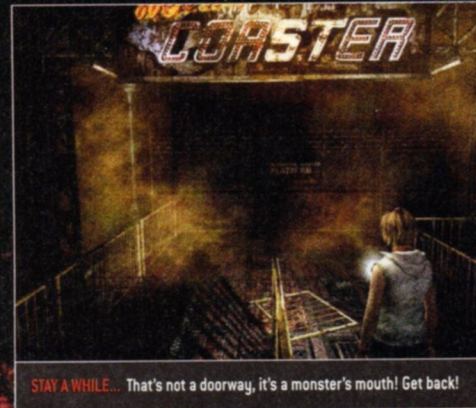
**MR OWAKU:** What really makes us define 'friendly' or 'friend'? Everyone has his or her own ulterior motive. It doesn't necessarily mean that all of mankind simply gets divided into friend or enemy. Perhaps he pretends to be a friend, but his real intention may be exactly the opposite. You can never know... Sadly we cannot reveal too much about the other characters at this moment...



IN THE KITCHEN, WITH THE LEAD PIPE Sometimes a girl's got to improvise.



ARE WE DEAD YET? The car-shaped monster claims yet more victims.



STAY A WHILE... That's not a doorway, it's a monster's mouth! Get back!





**MONSTER MUNCHEO** At least the nightmare creatures have heads now. Well, head-like bits where heads should be.

**"OUR FIRST  
CANDIDATE  
FOR THE MAIN  
CHARACTER  
WAS AN  
OLD  
MAN"**



## THE PLOT IS DESCRIPTION BEING EXPLAINED

THE JAPANESE WEB SITE FOR SH3  
GIVES MORE CLUES ABOUT WHAT'S  
HAPPENING. WE FED IT INTO AN  
ONLINE TRANSLATOR AND THIS IS  
WHAT CAME OUT...

The conversation which does not have the altruism  
which is exchanged with the telephone mouth.

Without either imagining that the day normalcy is  
shut off.

Suddenly, it visits that without the reason being  
recognised without many harbingers, the commonplace  
happiness is lost.

In order to be eroded to nightmare, the world  
transfigures and...

Mall of holiday as for happy noise, to change to dark  
silence, hearing as for exceeding just the footstep of the  
suspicious looking living thing.

Something wants happening densely the... you wanted  
to hear, as for the person who answers it is not.

You take in the world of lonely insanity and, this year  
when you escape you are possible.

The handgun in order shooting to do mysterious ones  
which attack is grasped, tightening.

It faces start and the way it has done. You take the  
paradise where the people are lost and reset.

Beginning? Paradise? Meaning of the word is  
questioned, the woman stands promptly and goes  
away...

The world keeps falling furthermore to deep  
bad dream...

TRY TO WORK OUT WHAT'S GOING ON YOURSELF AT:  
[www.konamitygo.com/sh3/](http://www.konamitygo.com/sh3/).



**FACTS OF LIFE** "Hello, I am game star much peril danger Heather".



**THE FORGOTTEN ASPECT** We didn't translate this. Lost interest.





# SILENT HILL GAME/EVENTS/APPEARANCE TIMELINE



## SILENT HILL

**RELEASED** January 1999, worldwide, PSone.

**WHAT?** The very first visit to the town on the old PSone, starring Harry Mason and his daughter Cheryl.



## SILENT HILL 2

**RELEASED** September 2001, worldwide, PS2.

**WHAT?** The original PS2 sequel, starring James Sunderland and the mysterious Mary / Maria creations.



## SH2: RESTLESS DREAMS

**RELEASED** December 2001, US, Xbox.

**WHAT?** The "exclusive" Xbox version of SH2, including a new Maria section of game called 'Born From A Wish'.



## SH2: THE FINAL VERSE

**RELEASED** February 2002, Japan, Xbox.

**WHAT?** The Japanese name for the Xbox version of *Silent Hill 2*, which also included the Maria bit.

**Silent Hill 2 is easily the scariest game on PS2. Do you ever worry that some gamers will find the terror too much and refrain from playing on their own, or buying the next game?**

**MR NAKAZAWA:** At the very beginning we thought about that. We heard a few stories about some players giving up on the game without knowing the story and how the events unfold because it was too frightening for them. However, the point that differentiates between *Silent Hill* and the numerous other horror titles out there was that we do not want to stop or tone down this extreme overkill.

Therefore, in *Silent Hill 3*, we're trying to express the most peculiar, bizarre and hideous horror that has ever been expressed in a game, which will hopefully lead to the player's curiosity overcoming their fear — the user simply has to have a peep at it, never being able to stop play out of a desire to see what monstrosities may lurk around the next corner.

The other aspect we have been keen to work upon is the game content itself, whether it will be 'tempting' enough or not. We certainly don't want to let the players down, especially those who have played the *Silent Hill* series since the first title.

**You've previously mentioned Stephen King as an inspiration. Do you feel that Silent Hill 3 picks up ideas from any of his books or films?**

**SH3 TEAM:** There is no direct influence taken from the Stephen King books or films in *Silent Hill 3*. However, it is a well known fact that *Silent Hill 1* was derived from the Stephen King's *Fog* and that the *Silent Hill 2* events took a lot of influence from *Pet Cemetery*. In the case of *Silent Hill 3* we can say that it takes indirect influence from Stephen King, inheriting much of that atmosphere and image, but without drawing from any one book or film in particular.

## ROUGHER AND TOUGHER

*Silent Hill 3* will be a lot harder to get through. There is less ammunition to play with for a start, forcing you to conserve your bullets a lot more than before, especially when using the new weaponry. Heather finds a bog-standard handgun first of all, then soon upgrades to the full operational power of the machine gun. Bigger monsters require bigger weapons, you see. So can we expect a more action based feel this time? By coincidence, *Resident Evil 3* introduced heavier weapons and had a more shoot 'em up feel to it's third outing too. Do developers naturally get

# "FIND THE MACHINE GUN THEN SPEND THE NEXT TEN MINUTES WRITING YOUR NAME IN BULLET HOLES"

bored of doing plots and need to "go action" for their difficult third games? "We are certainly putting more emphasis on the action," says Mr Nakazawa. "However, it means that the player now has more choices depending on the various circumstances and their course of actions. That eventually forces the user to constantly think about what needs to be done in order to generate the best results from what they do. So, 'more emphasis on the action' doesn't mean that we just simply want to make it look more exciting — we have to add a thoughtful element to the action as well."



**DRIPPING WET** The walls animate with moving, dripping blood.



**YOUR HANDS AROUND MY THROAT** A woman, yesterday, being scared.



**DIE, SHEP, DIE** This is what happens when you shave your dog. They don't like it, they get angry, you have to shoot them for their own good. Don't do it.



ONLY THREE GAMES, BUT SO MANY VERSIONS FOR DIFFERENT CONSOLES IN DIFFERENT COUNTRIES, A MAN COULD BECOME CONFUSED. HERE, FOR YOUR DE-CONFUSION, ARE THE EVENTS, NAMES AND RELEASE DATES OF THE SILENT HILL SERIES.



### SH2: RESTLESS DREAMS

**RELEASED** July 2002, Japan, PS2.

**WHAT?** The Japanese PS2 version of the Xbox version of *Restless Dreams*. With the extra Maria section once again.



### SH2: INNER FEARS

**RELEASED** October 2002, PAL, Xbox.

**WHAT?** The PAL name for the Xbox version of *Silent Hill 2: Director's Cut*, aka... well, take your pick from the previous two.



### SH2: DIRECTOR'S CUT

**RELEASED** February 2003, PAL, PS2.

**WHAT?** PS2 version of *The Final Verse* with the extra Maria bit, released here, in about two weeks time.



### SILENT HILL 3

**RELEASED** September 2003, worldwide, PS2.

**WHAT?** The third outing, starring peachy-faced Heather and her new sub-machine gun friend. You'll be getting this about May-time.

So what about the new machine gun? You don't just put machine guns in games for show, you put them in so people can go ballistic and randomly spray everything in a room with death. Surely this is going to lessen the tense, worrying, hiding-from-the-enemy feeling of the previous two *Silent Hill* games? Says Mr Owaku: "Once you play this game, you soon realise the rules and set events that require use of the machine gun. The circumstances in which you can use it are certainly very limited – it's a matter of whether the player uses it well or not. If you use it at the right time and in the right way it's a very powerful and handy weapon, but use it badly and it'll just appear showy and pretty useless," says Owaku.

So there are bigger weapons, but, as ever with these manly devices, it's not the size but what you do with them that counts. The team is clearly hoping that the wider variety of attacking options leads to a more varied style of play, with those of you who find the machine gun then spend the next ten minutes trying to write your name on the wall in bullet holes left stuffed, ammo-less and pretty much dead already. "*Silent Hill 3* has various weapons, levels, and monsters which require the user to select the right decision and movement," says the director. "That's

what we really mean when we say 'more emphasis on the action' here."

**It seems that Heather is stranded in a very bad place and her main goal in this new game is to escape, rather than search for a missing relative. Does the escapism lead to an immediate introduction to enemies? It was a while before you actually came face to face with an enemy in *Silent Hill 2*...**

**MR OWAKU:** Everyday life suddenly changes to abnormal... you're dragged straight into this crazy world. It was just a shopping mall, but all of a sudden everyone is gone, and instead there's nothing but the creatures eating the dead bodies – that's where the story starts, Heather escapes from this world and the creatures come after her. *Silent Hill 2* started off with the silent, empty areas with the craziness gradually coming across, but this time it is a sudden nightmare invading the normal life all at once.

**Have you changed the combat system? Fighting was rather slow and difficult before, although that suited the nightmarish atmosphere. Will the**

**new weapons affect that? Wouldn't ultra-effective combat evaporate the fear?**

**MR OWAKU:** We haven't touched the basic combat system, but we adjusted the internal part of it, which should make it easier for the player to manipulate the character as they wish. There is certainly less gameplay stress, but the player may feel more impatience and fear through fighting with monsters instead.

Once again, we never say that the combat gets too showy due to the introduction of new weapons. Fundamentally, the 'silent fear' is what *Silent Hill* is all about. There's no 'hyper-combat' at all. New weapons only bring new choices.

**Is the old man in the car Heather's father? And who is Claudia? Can you tell us a little more about SH3's new characters?**

**MR OWAKU:** Unfortunately, we can't disclose anything about the old man. But we can tell you that he's not Heather's father. If you wish, you can check the Tokyo Game Show trailer [on this month's PSW DVD, kids] that features the scene in which the old man comes to Heather who is actually talking with her father on the phone at the time...



**GUN GAMES** Ammo is scarce. Maybe you'll find some on the filthy tiled floors. Or then again maybe you'd like to use the meat cleaver instead.



**"GIVE ME... FORLORN!"** Ooh, she's good at looking moody. Nice casting.



**DRIVING AWAY FROM HOME** The bloke is something rare – a friend.



# SILENT HILL 3

GOING ANYWHERE HORRIBLE THIS YEAR?



**BLOTCHY BABE** Nice legs, but they'll be a bit bruised by the end of it all.



**UP ON THE ROOF** An artist's impression of what sort of horror awaits.



**DON'T LOOK. DON'T LOOK** A broken doll. Always scary. Is that blood?

This is the third time we've visited Silent Hill – can you tell us if there are any places, characters or occurrences we'll encounter that we've seen in the first two games?

**MR OWAKU:** You will certainly encounter something that appeared in the past games. *Silent Hill 3* is one of the stories of the *Silent Hill* series; the past titles have some kind of connection with *Silent Hill 3*. We cannot disclose the time line here or tell you whether it is proceeding at a parallel time to events in the two previous games or not, but we can tell you that it is happening in the same world. We bet you can tell where it is, by looking at the board saying "Lakeside Amusement Park" at the beginning of the Tokyo Game Show trailer.

## GROUND FLOOR: MED PACKS, SAVE POINTS, AMMUNITION WHOLESALE

Lakeside Amusement Park? Well there's a Lakeside centre in The Entrance, is it set there? We didn't actually say that question out loud, for fear of only confusing them further. So where do you spend the bulk of your time in *Silent Hill 3*? How much new town have they built for us to sneak around this time? "The Amusement Park is only one of the areas that the story takes place in," says Owaku. "We cannot say how much of it is set there, but we have put enough in there to more than keep players busy! Anyway, there are plenty of puzzles well-fitted to the characteristics of the park since we have so many new and exciting settings to play with."

The puzzles are set to play an equally important role in getting yourself around Silent Hill in one piece. And this time you're going to need your observation skills more than ever before. Says Mr Owaku: "You may have seen the clothed figure that fell on the ground... it doesn't sound scary when you just hear or read about it, but perhaps when you understand its significance..." and he tails off, giving us no clue as to its significance whatsoever.

This kind of slight, background thing is always key to the atmosphere of the games – things you don't notice, things you do notice but deem unimportant, things that confuse you and throw you off the track – how much thought do the creators put into these seemingly incidental images? Or to put it another way...

Do you consider psychological or metaphorical effects when designing levels? We found the long descent beneath Toruca Lake – and the final arrival at a mysterious door – to be particularly unsettling, for instance, more so than some fights with monsters. It was the feeling that perhaps we were 'descending into hell' and that, consequently, James' world could come viciously undone at any point. Was this deliberate? Is this metaphorical side something you're considering in *Silent Hill 3*?

**MR OWAKU:** Of course, we think of the psychological or metaphorical effects when it comes to designing the levels. We pay particular attention to the locations which may

have some special meaning to them, and we concentrate very hard on how particular locations are used. When designing the levels, we work on not only the direct, obvious horror that's represented by the grotesque monsters and events, but also the psychological horror and metaphor in the storyline along with sometimes dropping an advance hint. Some of them are obvious, whereas others are not quite so.

From that aspect, we expect the users to play this title repeatedly, so that he or she may find something which they didn't discover or notice the first time they played it through to completion.

**Why have the authorities never investigated Silent Hill? Enough people have disappeared and died there over the years! Surely they must have some idea that something bad is going down in the place?**

**MR OWAKU:** What Harry has seen in *Silent Hill 1* or what James has seen in *Silent Hill 2* may not be entirely as it seems. That stuff could be happening in the real world, or... it could only be happening in their heads. Who knows... while or after Harry and James encountered the extraordinary situations of the first two games, people may get back to the normal life as if nothing happens. Who knows the real events behind the games' appearance?

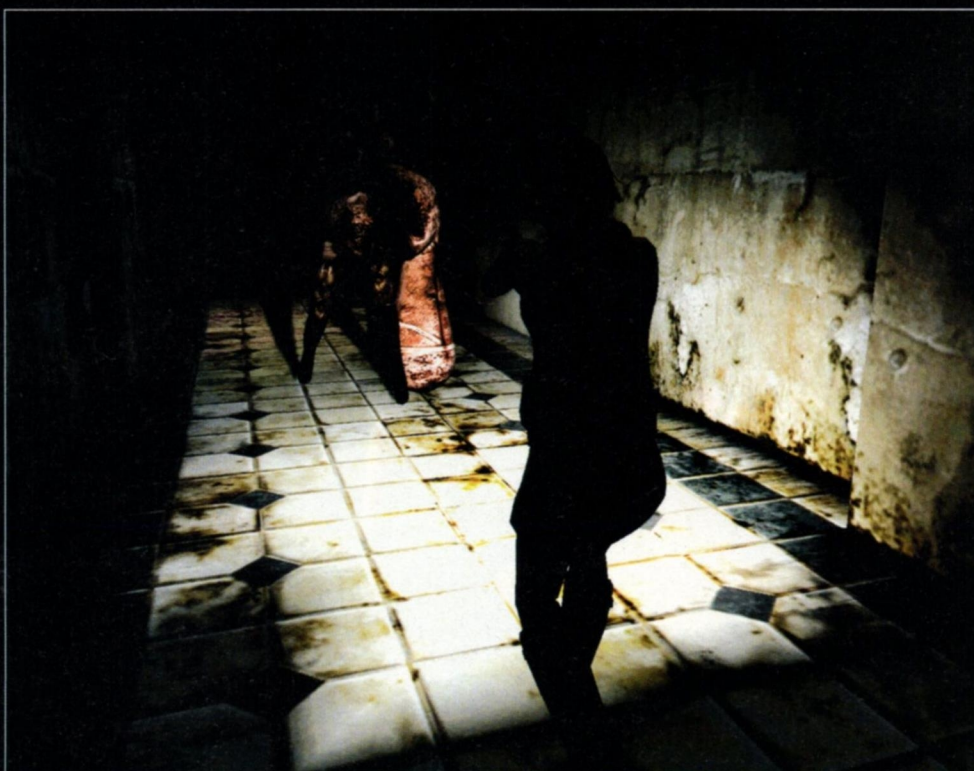
**Surely there should be some police presence in the town, though? Perhaps only a few**



**DEAD TIRED** "I'm just resting my eyes, head, neck, arms and body."



**MARY?** Surprise! Another pasty-faced, heroin chic spooky looking girl.



**FLOORED** This month's best black and white floor tiles. They should use red ones to mask the staining. Why don't horror games ever contain carpet?

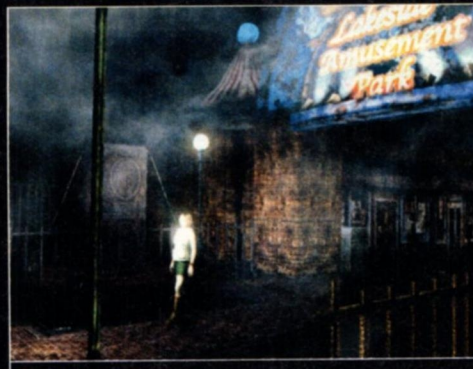




**THEME PARK** Hmm, reckon it starts mysteriously moving by itself?



**MIND THE GAP** There's a line, and she's just crossed it. Bad move.



**PHANTOM MENACE** Even scarier than the real Lakeside centre itself.

investigating officers trying to look around to see what's going on?

**MR OWAKU:** The town of Silent Hill has abnormal incidents such as missing people, but it's an ordinary place just like any other town. Since there haven't been any major incidents like people disappearing all at once, the authorities haven't really done anything about it or investigated things at all. The authorities consider the abnormalities as normal, bizarre incidents the likes of which are reported all the time, so they never investigated seriously. If they got involved too much, then some policeman may go missing too... so they never thought about this town seriously...

## HOUSE ON THE HILL

So there ends the Japanese inquisition. Aside from the official line, what can we really expect from *Silent Hill 3*? We'll answer this question ourselves. To be honest, from what we've seen of *Silent Hill 3* so far, it looks extremely similar in concept and style to *Silent Hill 2*.

The change to a female lead character can only be a good thing when it comes to making people take notice of the game, but is the "more action" angle they're aiming for a good thing? Are they in danger of turning the most atmospheric series of games yet created into a slasher horror mess? Well, the early version of *Silent Hill 3* we've been playing certainly shows that the lost-in-the-dark, nervy feel is still very much the overriding theme of the new *Silent Hill*.

In the demo, Heather is stuck in the Lakeside Amusement Park, which is pretty much deserted, and just as full of grim scenery and horror movie effects as the *Silent Hill* environments of old. The fog is as thick and ever-present as it always is in the Hill, and the light sources are few and far between leaving plenty of dark corners for bloodied cuddly toys and pulsating monsters to hide in. Heather herself moves around smoother and more stylishly still than previous *Silent Hill* heroes, tripping, stumbling and gasping for breath as she navigates the new world in which she finds herself in great style.

They've gone for a more organic feel this time – and it's noticeable too. Backgrounds pulsate more, blood flows a lot more freely, special effects like the rain on the car windscreen seem much more natural, therefore making the game world that much more believable. Within the haunted, Scooby Doo fairground setting Heather encounters mutant dogs, those massive lumps of virtually unrecognisable meat monsters, and some frankly disgusting insect things that are best left hidden by the fog.

Luckily this demo equips her with a new machine gun for tackling this disgusting bunch, plus there's a decent assault rifle to be found as well and a knife, if you don't mind getting your hands dirty. The developer's promise of a more arcade-like, gun-heavy experience certainly rings true in this demo version, with a lot less of the thinking stuff on display here. However, the proper, finished game apparently will not contain this short fairground section in the same form.

## "BACKGROUNDS PULSATE MORE, BLOOD FLOWS A LOT MORE FREELY, SPECIAL EFFECTS SEEM MUCH MORE NATURAL"

From the evidence seen so far *Silent Hill 3* came across very well. The peculiar Amusement Park is a great indication of how gorgeously nasty the final game is going to appear, and from the all-round stunning look of these early images we're extremely optimistic about the prospects of this new visit to the soundless mound. If you've seen the exclusive footage on this month's DVD, you'll know exactly what we're talking about.

*Silent Hill 2* was a game which only really came to life as you got into its storyline and realised the potential of its many different endings, and with the sequel already looking great and promising yet more action on top of the psychological warfare, we are, almost literally, gagging for it. Can it out-do *Silent Hill 2* for shock value? Will the sad ending make us cry again? We'll know all the answers when it arrives over here in May or thereabouts. Until then, don't have nightmares.



**MINE CART LEVEL** Welcome to the first ever mine cart level not to contain gold coins. There'll be no frivolity here.



**TRUST ME?** Careful, he might turn inside out and bite your legs off.

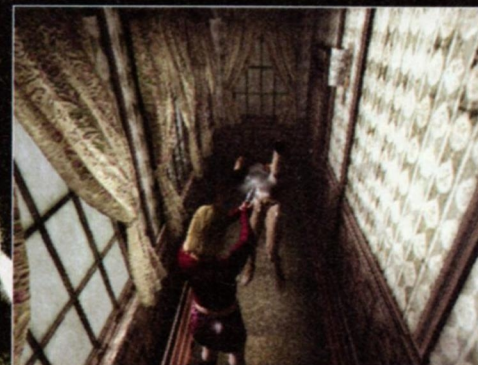


**YOU NEED THE BLOOD RED KEY** How many of those doors are locked?





**"MARIA STARTS THIS NEW MISSION SITTING ALONE AND HOLDING A GUN"**



**SHADOW PLAY** Shoot first, shoot later. Then shoot some more for luck.



**KILLERS IN THE MIST** You can run past them. We'd rather make sure.



**STAIRWAY TO HELL** We'd rather watch her walk up. We are sad perverts.



**SWEET MOTHER OF GOD** Are we even allowed to print pictures like this?



**MMM, GIRLS** See the light glinting off her skirt? We think it must be PVC, or maybe leather. The developer ignored our question about tights or stockings.



# SILENT HILL 2: DIRECTOR'S CUT

YES THERE'S SILENT HILL 3, BUT BEFORE THAT COMES SILENT HILL 2-AND-A-HALF – AN ENHANCED VERSION OF THE SECOND VISIT TO SILENT HILL WITH ADDED NEW STUFF..

**BRIEF HISTORY LESSON: FIRST ON PS2 THERE WAS SILENT HILL 2, WHICH CAME OUT AGES AGO. YOU'VE GOT THAT, IT'S SAFE, NO ONE'S GOING TO TAKE IT AWAY FROM YOU. THEN CAME SILENT HILL 2 FOR XBOX, A KIND OF MARGINALLY UPGRADED VERSION OF SH2 WHICH FEATURED A NEW SECTION OF STORYLINE TO ENJOY AND MAKE XBOX OWNERS FEEL LIKE THEY WERE SPECIAL. NOW COMES SILENT HILL 2: DIRECTORS CUT, WHICH IS BASICALLY A PS2 VERSION OF THAT XBOX UPGRADE. SO NOW YOU KNOW. US PS2 OWNERS ARE SPECIAL TOO.**

So what's new in this return trip to *Silent Hill 2*? Pretty much the only Big Change is the addition of an all-new chunk of game entitled 'Born from a Wish'. This special scenario puts you in the place of *Silent Hill 2*'s ghostly figure Maria, the mysterious and enigmatic character who toyed with your emotions throughout *Silent Hill 2*. Incidentally, to avoid spoiling the main game, the Born from a Wish mini story suggests you should only play it after first completing the main game, to avoid spoiling it for yourself. How considerate.

Maria starts this new mission sitting alone holding a gun, wondering where everyone's gone. It chronicles her challenge to figure out what's happened to the people and

her close relative Ernest. She's scared to die, unsure of whether to run or stay. What does she do now? Fight and live, or get eaten by monsters? Is anyone left out there in the fog, or is she all alone? That's your cue to start playing.

## DARKNESS FALLS ACROSS THE LAND

Immediately we're squinting at the screen and trying to see through the dark, grainy interiors and make out shapes through the thick fog outside – this is *Silent Hill* all right! Maria's starting location is a small room next to the Heaven's Night club, in which she finds her second weapon – a meat cleaver. A *meat cleaver*, wow. Within seconds of stepping outside a mutant looms into sight through the mist, allowing you a bit of cleaver practise.

Then it's into the streets of *Silent Hill* itself, as you just sort of wonder around looking for clues, people, and those shiny, legs-for-arms mutants to cleave apart. Maria has inherited all of the mannerisms of James, helpfully tilting her head to look at any items that may come in handy, nodding towards doorways and the little health drinks which keep her alive.

So it's off down Carroll Street, left onto Rendell Street and along Munson Street to your destination – a door. Behind which lies the usual *Silent Hill* mix of mutant attacks, wonky camera angles and logic puzzles that require either a sharp mind, clever friend or pen and paper to solve. In the new section you're able to set the difficulty level of the action, although in the proper *SH2* itself players

are given the option of selecting between Hard, Normal and Easy puzzles as well.

Konami reckons there's between four and six hours of gameplay in the new additional story, although we spent the first hour just running round in the fog wondering what the hell we were supposed to do and trying to find doors to go through. We're not sure if Konami is counting that in its four to six hour calculation, especially as the door you need to find to get further into the level is positioned right at the other end of town, requiring a massive jog through the streets to get there.

But, of course, you're also getting the entire original game, the one starring the man, to increase value levels in this special pack. The guy's called James, Mary is his wife, and he's equally bemused about what's happened to all the people and where the monsters came from. James' story still starts off with him hanging around in the gents' toilets, attempting to piece together why he's just received a letter from his dead wife. She wants him to go to *Silent Hill*.

The full-fat *Silent Hill 2* was praised for its clever use of multiple endings, with five different outcomes depending on how well you play through the game. In the Director's Cut version there's a new ending for the Born from a Wish section (obviously), plus they've added another totally new chain of events that unfold when you've managed to complete both the standard game with James and the new story with Maria. No, we won't spoil it, don't worry.

This *Silent Hill 2* semi-sequel is out very soon.



HOW DO I LOOK? Darling you look fabulous... if perhaps a little pale.



THE GIRL'S ROOM Dolls, rocking chairs and other fright paraphernalia.



SHE IS SUFFERING Yes, you could shoot them from a distance with the gun, but we prefer to use the cleaver and feel the hot blood splatter our face.



# "RO, RO, RO YOUR BOT, GENTLY DOWN THE STREAM..."



SUITS YOU There's more variety in the robot design this time.

ETA  
APRIL  
2003

LIGHT OF MY LIFE It all makes sense in motion, honest. Well, more sense than this... check the DVD.



## ZONE OF THE ENDERS 2: THE SECOND RUNNER

WONDER HOW MUCH THIRD PARTY FIRE & THEFT COSTS ON ONE OF THESE THINGS?

TYPE	FIGHTING
PUBLISHER	INFOGRAMES
GAME GLANCE	
	<ul style="list-style-type: none"> <li>/ More enemies</li> <li>/ Bigger fights</li> <li>/ Faster than light</li> </ul>
SEE IT ON DVD	
	<ul style="list-style-type: none"> <li>/ Steel good guys...</li> <li>/ ...and steel bad guys...</li> <li>/ ...come together and melt</li> </ul>

### PSW PROPHECY

#### BEST BECAUSE

- ▲ It's unbelievable in motion
- ▲ It's a fighting game with robo-twists
- ▲ Millions of enemies

#### WORST BECAUSE

- ▼ Robots aren't that popular here
- ▼ All show and no go?
- ▼ Occasionally bewildering

**THIS IS ONE OF THOSE GAMES THAT** makes you wonder what all the other developers are up to. It looks astonishing. Switch this off and slip, say, *Twin Caliber* into the machine and you'd be forgiven for thinking something just went wrong with your PS2. The original *Zone Of The Enders* was impressive, bearing *Metal Gear Solid 2* levels of detail while accelerating to frantic speeds in total smoothness, but this sequel somehow tops it. There's a lot more happening on screen at any



WHERE AM I? There's so much more happening on screen now.

given moment, and if anything the robots are even more detailed. And it's even faster. Lordy.

Despite this it remains, inevitably, the 'other' game from Hideo Kojima, the man behind *Metal Gear Solid 2: Sons of Liberty* and more recently *MGS2: Substance*. Together with Yoji Shinkawa, Kojima is taking players back to a world of maniacal military juntas, Martian outposts and big angry metal men with pointy weapons the size and shape of sharpened mobile phone masts. Robots (or 'mechs') are insanely popular in Japan – there's



STYLE CHALLENGE Are these the best looking robots on PS2?

an obvious psychological reason for a love of enormous, autonomous, super-powerful entities among the people of crowded, stringently organised society – but they're not so big over here. Maybe if they fired cricket balls and meat pies from their eyes while joking about the Poms they would be. Or maybe if enough people play this game. It looks, as we said, astonishing.

### WHERE'S REVERSEP

You control an orbital frame, a giant metal suit created to work both in the atmospheres of planets and the deeps of space. They're huge – the head is the cockpit. Your particular model is once again the Jehuty, the most powerful of all of them, stolen last time by a small boy who even now remains in a secure unit on charges of joyriding and destruction of property. Probably. Now, however, your great big man has considerably more moves and powers. Which is lucky, really, because it jolly well needs them, old chap. Last time out other robots attacked like extras in a Bond film – politely and one at a time. Here they come at you in swarms. Massive shoals of enemies can be





**STAY CALM** There's a perfectly rational explanation for this.



**PROJECT**

**CONTACT** Jeff's new lenses didn't fit so well.



**THE MOTHER OF ALL BRAWLS** It needs a few "oofs" and "pows".



**GIRL FIGHT** Some of the robots look a bit feminine.



**THE MOTHER OF ALL BRAWLS** It needs a few "oofs" and "pows".



**FALLING DOWN** Is there dirt on the elbows of my new jacket?

targeted and fired at with simple combinations of two buttons, and although the action looks insanely hectic – we trust you've watched the footage on the DVD – it's easier to control than it looks. The camera flips automatically and with amazing smoothness to face your opponents, spinning mostly through a horizontal plane but not exclusively. This is, after all, space. You can easily find yourself fighting upside down or in any other position, which is strangely entertaining.

In fact, from what we've seen so far, it's possible to fight so hard the Jehuty all but disappears into a cloud of evaporating metal and burning fuel. It's beyond question that as a spectacle the chaos before you is stunning, but it remains to be seen whether the actual experience of playing with these machines will be of the same quality. With so many enemies attacking from literally anywhere in the sky, the Jehuty's movements are always going to be complicated. Just how much responsibility for control the game gives the player will be key to its success – too much and the fights will be overwhelming, too little and they'll be random feats of button bashing, the player devolved to

little more than a spectator. In between frustrating and dull lies amazing: let's hope Kojima and Shinkawa walk that fine line again.

#### UH OH, WE'RE IN RUBBLE

The environments suffer the same fate as your enemies, rather than soaking up the massive punishment you're dealing out as if it was all made of titanium. In fact, it's even necessary to reshape the landscape in order to progress. Opponent mechs can also be grabbed by the throats and thrown now, either into further attackers to cause group damage or into something solid. Should it all get too much there are powerful shields that can also be used offensively (useful), and even teleportation systems. The Jehuty can now nip outside for a quick fag before returning to the fight a little later. Probably. Perhaps not.

The cast are presented in a fully cartoon style, which seems at odds with the 3D solidity of the game itself. Nevertheless, there's a new cast playing out the story, although they've all still got really big eyes and one tooth. Must be something in the water. The tale takes its violent course in

## TALKING IN CODE

**EVERYONE KNOWS ROBOTS WORK ON COMPUTERS, BUT WHO KNOWS WHAT LIES INSIDE THEIR INSTRUCTIONS?**

AS WE'VE ALL SEEN IN COMPLETELY TRUE documentaries such as *The Terminator* and *Terminator 2*, robots can't be trusted. Apart from in *Terminator 2*. So how do you tell what they're really up to? Other completely true documentaries, such as 2001: *A Space Odyssey*, have shown what can happen when a computer is operating to secret guidelines. So in case PS2s were at risk, we decided to decipher the real meaning behind this suspiciously named robot game by, um, figuring out anagrams of it. There could be secret messages hidden there! Rearranging *Zone Of The Enders* we quickly found this worrying alternate message: 'defer then snooze'. Hmm. Doesn't bode well for the finished game... Naturally we ran through some of the other games in this issue to check them too. Good job we did! Just look at these mysterious subliminal messages encoded into those apparently innocent games...

**C'MON CLAIRE**  
- COLIN MCRAE

Clearly trying to entrap female gamers there.

**DANCER GANG HELL-PRIX**  
- GRAND PRIX CHALLENGE

Does a ghostly *Silent Hill*-style nightmare follow fatal crashes?

**SWANSEA BURNT HURT TORY**  
- STAR WARS BOUNTY HUNTER

Is this some kind of *Wicker Man* warning about the Welsh?

**PRIME TINY ROTOR**  
- MINORITY REPORT

This is obviously just one small part of an instruction to build bombs.

**FEED GLENN GIRL'S TWOS**  
- LEGENDS OF WRESTLING

Oh God! The filth! Poor Glenn must be warned.

**TRAGIC THUMB KRUSE**  
- BIG MUTHA TRUCKERS

And they've spelt 'cruise' wrong. That's truckers for you.

**RATHER NEXT TIME**  
- ENTER THE MATRIX

Maybe the sequel will be better, then...

2174 (flares are 'in' for the 96th time), a period when a military organisation known as BAHARAM has managed to dominate both Earth and Mars. People, eh? You can't take 'em anywhere. They use orbital frames as giant tin policemen under the control of General Nohman (very Dickensian, that name) and are planning a final, devastating attack on the UN Space Forces.

So it's up to you in the all-powerful Jehuty to tip the balance in favour of the United Nations and a robot-friendly future. If only BAHARAM hadn't left it parked overnight with the keys in it. You'd have thought they'd have learned about that since a small boy stole it during the last game...

/ STEVEN WILLIAMS

#### FIRST OPINIONS

**PSW**

Our brief spell with the game certainly left us impressed with the visuals. If all games looked like this, reality would be cancelled due to lack of interest. But we've yet to be convinced there's enough subtlety and complexity underneath to do it justice. Still, we won't go underestimating Hideo Kojima just yet...



# "THEN WE START AGAIN. THEN WE DIE."

ETA  
MARCH  
2003

RAIN OF FIRE He's about to die. Again. And then again.



HIT THE ROOF Two blasts of a charged flamethrower nukes these.



RUNNING MACHINE This guy rams the train with his shoulders!



SHOOTING UP One of the easier level bosses, this. Some made us cry.



DON'T GET CARRIED AWAY The insect things try to grab you and fly away. Make 'em burn.

## CONTRA: SHATTERED SOLDIER

A GAME FROM THE PAST, UPDATED AND RENEWED FOR YOUR DAD'S PLEASURE. IT'S CONTRA AND IT'S VIRTUALLY PENSIONABLE.

TYPE	SHOOTING
PUBLISHER	INFOGRADES
GAME GLANCE	
/ All-new 3D backgrounds!	
/ All-old 2D gameplay!	
/ Loads of explosions	
SEE IT ON DVD	
/ Two-player co-op action	
/ Superb, shape-shifting boss battles	
/ Us dying quite a lot	

### OK, YES, WE SET IT TO EASY. WE

always do, it just makes getting into a game for preview purposes so much... easier. *Contra: Shattered*

*Soldier* gives you 99 continues – 99! – and nine lives per continue on its Easy mode, so of course, we think, we'll have the game completed in about 20 minutes or so. And, right, get this, there are only four levels too! Four! Surely this must be one of the shortest and easiest games ever made!

And then we start playing it. Then we die. Then we start again. Then we die. Then we start again. Then we die. Then we get really annoyed, say some swear words and go back to the set up menu to see if we accidentally selected Extra Bloody Hard instead of Easy. Nope, that was Easy, which can only mean *Contra* is the most utterly, completely and overwhelmingly tough game yet made.

Or perhaps we've just been playing 3D games for too long, becoming way to used to their vague, wobbly, 'near enough' 3D control instead of the pixel-precise movements needed to steer a small and flat cartoon man through a constantly moving field of bullets. *Contra's* old-school controls are as simple as its concept. One button for shoot, one button for jump, one button to charge your weapon for a super blast and one to switch between the three devices you're given.

### AND ONE IN THE PIPE

Your weapons are – a flame thrower for up-close and personal attacking, a standard machine gun for willy-nilly spraying and a grenade launcher for rolling small lumps of explosive matter down between gaps and along the floor. It'll come as no surprise to hear that all of this action is set in a

post-apocalyptic world, where environmental collapse has in no explicable way lead to robot and mutant bug things taking control. You there! Kill!

For a bonus 50 geek points you may also like to know that the future-gone-bad design of *Shattered Soldier* was taken care of by Ashley Wood, a man who's lent his crayoning skills to such famed comic books as *X-Men*, *Aliens* and *Spawn*. Imagine how impressed gran'll be if that one comes up on *Who Wants To Be A Millionaire?*.

So it looks good, if perhaps a little stupid by today's realism levels. Level two has you

### PSW PROPHECY

#### BEST BECAUSE

▲ There aren't many of these things around any more  
▲ We're getting on a bit and like the old ones more

#### WORST BECAUSE

▼ Didn't these kinda games die out for a reason?  
▼ "Whoa, dude! Why's it not all in 3D, man?"





## MIGHTY MORPHING RE-ARRANGERS

CONTRA'S BRILLIANT BOSSES MUTATE AND EVOLVE BEFORE YOUR VERY EYES. HERE ARE A FEW OF THE BEST TRANSFORMATIONS.

FROM THIS...



PHASE ONE A tortoise-headed lump, this incarnation is bad enough what with the flying bugs that come out of the thing.



EVOLUTION ONE A sea-based submarine launcher, this daddy fires rockets at ya then unleashes the laser to finish you off.



VERSION 1.0 Standing robot attack bot, this thing runs alongside the train you're on and beats the hell out of the carriages!

TO THIS...



PHASE TWO Becomes... a man-faced spewing lump, which pukes dead soldiers at you and dribbles acidic, deadly slime.



EVOLUTION TWO Becomes... a flying, bomb-dropping Chinook which zooms in, flies above you, and rains bombs upon you.



VERSION 2.0 Becomes... a flying robot attack bot which swoops in low, forcing you to duck beneath its attack waves.

fighting a huge sub as you speed along on a bike. Take out the initial attack and the sub changes into a helicopter for no particular reason and begins attacking you afresh from the sky. Lunacy.

It's like this all the way through, constantly chucking new enemies and attack patterns at you to catch you out. You think you've beaten something but you haven't. A stray missile flies in from the right of the screen and kills you. Fair enough, you think, I'll remember that one for next time. So you do, you remember the missile, jump the missile, pause for a second to think about how great you are at games, then get killed by an



FIRE IN THE SKY Bike along the tunnel, in a rare excursion into 3D.

enemy falling from the sky with a knife. It's difficult, bordering on the unjust.

### PLAY MORE

Now, back there at the start we said there were only four levels. That's not quite right. There are four to begin with, each of which you must complete (in any order) in order to unlock the new stuff. Multiple endings are one of the bonuses promised, with a further hidden level and a couple of special boss encounter challenges to motivate your play. Not that there's a lack of variety in the first four missions. Within minutes you're battling



FIRE DOWN BELOW Fire, in fact, just about everywhere in Contra.

giant worm things on a snowboard, avoiding streams of acid puke from a massive boss and fighting off giant insects with a flamethrower. For further thrills there is a two-player simultaneous mode, for those players out there who prefer to work together instead of competing to win. Women, we think they're called.

Die near the end of a level (you will) and you're asked if you'd like to start again at the middle, or go straight back to the start and do the whole thing again. How old fashioned and cute. About once a level the camera will swoop around you, gently reminding you you're playing something on PS2, but for the most part *Shattered Soldier* looks and plays like something out of 1994, only with better explosions. Just what we've been waiting for.

/ GARY CUTLACK

### FIRST OPINIONS

PSW

It's either a classic, a retro essential or just an old rehash of some ancient old thing, depending on your viewpoint. Our viewpoint? We had fun, we got extremely angry, we wanted to play it more to see what happened next. We got emotional and sweaty – surely the sign of a good game?



# "VIA THE MEDIUM OF BODYSLAMS"

**ETA**  
FEBRUARY  
2003



UNDERHAND MOVES: Big Daddy succumbs to a laxative attack.



THE TRUE BIG DADDY So famous he gets to appear in two games.



WEATY FOURSOME Tag matches provide much multi-tap hilarity.

## LEGENDS OF WRESTLING 2

ARE YOU OLD? DO YOU LIKE WRESTLING? DO YOU ALSO LIKE GAMES? IF SO, KILL YOURSELF NOW. HERE IS A GAME FOR THE LEAST-FASHIONABLE TARGET DEMOGRAPHIC IN THE WORLD.

TYPE | WRESTLING  
PUBLISHER | ACCLAIM

GAME GLANCE  
/ Loads of famous old British wrestlers!  
/ Loads of famous old American wrestlers!  
/ All made to look shiny and young again!

SEE IT ON DVD  
/ Elimination battles  
/ Cage matches  
/ 60 wrestling stalwarts  
/ Selection of DVD extras

### LAST YEAR WE FELT THE FIRST

*Legends of Wrestling* provided *Smackdown!* with stiff competition, such as our enjoyment of *Legends'* simple, arcadey style. If we'd been around then, we'd have given both a solid seven. This means new *Legends of Wrestling*, with more characters and the inclusion of ageing superstars, must surely be pushing *SmackDown!* harder for the undisputed heavyweight championship of PSW, right?

So what are the improvements? They've stuck on one of those career modes where you travel about America, watching a fairly generic storyline unfold and attempt to become heavyweight champ via the medium of bodyslams. You're taken through

this by a manager, who lines you up for fights across five US regions. Win 'em, impress the crowd and you're on your way to riches.

The match types away from the world tour have been boosted to include six and eight man elimination battles, cage matches, ladders and tables, royal rumble and your standard tags. Plus, as we're seeing on a fair few PS2 discs of late, *Legends of Wrestling 2* comes with its own little section of DVD extras. Here you're able to have a look behind the scenes at the production of the game and watch loads of interviews with the remaining living wrestlers included.

Sadly not available for interview are Big Daddy and Giant Haystacks, two of the tough, fat, and unfortunately quite dead British superstars included. Actually available are the currently alive Kendo Nagasaki and the possibly still living Mick McManus, all of whom should ensure anyone with a perverse obsession with [very] old British wrestlers feeling satisfied with their purchase. We bet you didn't know they even existed.

For the Americans? Obviously the rota here is geared towards our apple pie-filled friends, with the remaining 60-or-so stars made up of old – and a few current – US stars. Like Hulk Hogan, Andre the Giant, Jerry Lawler and Scott Steiner, who are accompanied by such legendary tag teams as the Road Warriors and the British Bulldogs. Even

current WWE star Eddie Guerrero sneaks in, thanks to his journeyman past.

And, the big question, what's it like to play nowadays? It uses an extremely simple one-button system that ditches button combo memorising for speedy reflexes. Upon launching a grapple or being hit by an attack, a little swingometer appears that has a small active area on it – press the highlighted button when the bar is whizzing through the key zone and bingo! – special move heaven. So all you need to remember are which simple punches, kicks and grabs you use to manoeuvre your man into position.

It's the simplicity and sheer speed of the action that made us like the first game, along with its super-deformed, exaggerated and colourful wrestlers which gave it its cartoony, stylised look. With more of that – and Big Daddy – how can it fail? / GARY CUTLACK



SCARY MAN Our Steve finally discovers his perfect career move.

### FIRST OPINIONS

**PSW**

Hey, it looks OK. It's easy to play, a good enough laugh, and comes with Mr Big Daddy, Mr Kendo Nagasaki, Mr Mick McManus and Mr Giant Haystacks to ensure any older gamers will love it to bits. Assuming they haven't long since grown out of wrestling, that is.



# "MORE SCHWARZENEGGER THAN SKYWALKER"

ETA  
MAY  
2003

EYE SPY Careful, you could have someone's eye out with that... oh, sorry.



PINK DEATH Hide then hit them [hit them!] with your laser beam.



NEAR MISS If only Quazer was this good when we were younger.



SPACE HOPPER No, not my leg as well! I need them both. Oh God!

## RTX RED ROCK

THERE'S A NEW ONE-EYED, ONE-HANDED HERO IN TOWN AND HE'S GOING TO SAVE MARS FROM ALIENS. AND WE THOUGHT THAT'S WHERE THEY LIVED.

TYPE SHOOTING

PUBLISHER ELECTRONIC ARTS

GAME GLANCE

/ Mechanic arm & magic eye  
/ Remote controlled robots  
/ Personal female computer  
/ Hero to rival Solid Snake?

### THE STAR WARS UNIVERSE JUST

isn't enough for LucasArts anymore. After using *The Force* to extract every possible gaming genre from the world's most popular (and lucrative) franchise, LucasArts has come up with an original PS2 game to further deprive you of funds. But this time it looks like it could be money well spent.

More Schwarzenegger than Skywalker, *RTX Red Rock* borrows heavily from *Total Recall* for the somewhat familiar plot. Aliens have taken control of Mars, holding human colonists captive. You're the only man for the job and, even better, there's no back up whatsoever. It's you against the aliens and the odds aren't in your favour.

Taking the role of E.Z. Wheeler (honestly, who thinks this stuff up?) a military hero whose name sounds suspiciously like a body repair shop, you lead a covert operation to rescue the colony. As you explore Mars, it becomes clear that there's more happening on the planet than meets your single cycloptic eye. We should explain that E.Z. isn't the healthiest of action heroes, having lost both an eye and his left hand in a previous rescue mission. What doesn't kill E.Z. makes him stronger, however, as his robotic arm replacement can be

used as a grenade launcher, hook shot and powerful taser. Even his replacement eyeball allows E.Z. to locate hidden aliens, peek through walls and detect booby traps. He's like Inspector Gadget and Robocop all rolled into one versatile, ultra-hard, er, hard man.

While *RTX* might seem like an intense action blaster, the gameplay revolves around a strategic adventure. The labyrinth formation of the industrial space station reveals a hectic network of rooms, corridors and hubs that are teeming with aliens, poisonous gas and enemy robots. In true Red Dwarf style, E.Z. can call upon a computer system called IRIS, a virtual blond bimbo that offers clues, hints and the ability to take charge of remote control robots. Find a terminal to communicate with the IRIS system and you can take control of a variety of robots which are used to solve puzzles and act as disposable scouts when investigating uncharted territory.

Venture outside the space station and a quick change into a space suit is required, endowing E.Z. with brief spurts of Boba Fett-style jet packing abilities. A split-screen two-player mode is also available so you can take full advantage of the huge free roaming paths on the surface of Mars.

Traditional deathmatches and capture the flag games add variation to the single player mode but we're sceptical as to whether LucasArts can manage to keep the game speeding along without sacrificing the detail.

Whether LucasArts has created an action hero that can surpass the status of Luke Skywalker is highly doubtful but, after several distinctly average Star Wars games, it's encouraging to see a LucasArts adventure which has depth, polish and an original storyline.

/ RICHARD MELVILLE

### FIRST OPINIONS

PSW

Initially, *RTX Red Rock* looks like a free roaming platformer in the desert with a distinct lack of action. It's only when you realise that *RTX Red Rock* is as much about strategy as action that it really becomes one of the most original games destined for 2003. Combining elements of adventure with laser-blasting alien shoot-outs and the odd bit of remote control robot stealth, *RTX Red Rock* looks very promising indeed. Expect plenty more on this just as soon as we can get hold of it.



# "A BIG RED WOMAN'S SCARF"



**GREAT HEELER** Was it a competition to create the most camp creature?



**SCARF FACE** Protecting the world from drafty winds.



**UP, UP, AWAY** Yes, he has a double jump. All Japanese kids do.



**SWORDS** Stealth is so yesterday's tactic. This is all action.



**BLADES TOO** Now with updated 21st century technology!



# SHINOBI

ANCIENT NINJA COMES OUT OF RETIREMENT FOR ONE LAST MISSION. AND HE'S BROUGHT HIS SCARF TO KEEP WARM. OLD PEOPLE, EH?

TYPE	ACTION
PUBLISHER	SEGA

GAME GLANCE
/ Throwing stars and...
/ Swords and...
/ Magic and... stuff

SEE IT ON DVD
/ Flapping scarves
/ Flailing weapons
/ Lopped off limbs

## PSW PROPHECY

**BEST BECAUSE**  
▲ It's by Sega, and Sega knows what it's doing  
▲ The swordy ninja action is enjoyable and fast

**WORST BECAUSE**  
▼ It's a very, very old franchise. Can it compete?  
▼ Gameplay is rather simple hack & slash repetition

**HELLO SEGA, NICE TO HAVE YOU** here on PlayStation2 again. Thanks for doing *Virtua Fighter 4* – that was brilliant, and we're really, really grateful for the effort you went to in making it look so good. It was fantastic, thanks again. We still play it now sometimes. But, and don't take this personally, all of your other PS2 games have been a bit, well, C-list. And now we have *Shinobi*, which was a great series back in the late 80s and early 90s, but hardly the sort of all-new, cutting-edge Sega we know exists. But... it's Sega, so let's give it a chance, eh?

The very old *Shinobi* legend gets updated with an intro movie, as you'd expect from one of today's new games, featuring a virtually unfathomable story of instantly-appearing mystical temples, earthquakes suddenly flattening Tokyo, and Hellspawn monsters rising from the grave.

So what does this mean in real terms, to you, the player? Well you're a ninja and you go about killing other ninjas. Sega could've said that itself, but probably felt that might've made it look a bit lazy. So a bizarre story prelude to the action is

what you get. Upon skipping the story sections and starting the game you're greeted with a view of a man's back. This man is notable for two reasons. [1] He has a big red woman's scarf flowing behind him as he walks, and [2] he appears to be dressed like a ninja.

That's because he is a ninja, hence the sword that you must control via the PS2 pad and the variety of leaping, running, climbing, jumping and stabbing actions to play with as well. The quake that's redesigned Tokyo has created some complex and confusing levels, with the early city

areas featuring drops that even ninjas cannot withstand. These require plenty of adept, strategic double-jumping and well-placed landings. You can tell it's not going to be the easiest of games.

## I KEEP ON FALLING

We got a bit angry playing *Shinobi*. There's one boss you fight atop a building, who thinks it's very big and clever to ram you and knock you off the side to an instant death. How we laughed when that happened for the tenth time in a row.



**RED MISSED** Often the enemies fall in two separate chunks.



**THE BIGGER THEY COME** The harder they kill you.





Picture our smiling faces! To avoid getting upset and crying about how *Shinobi* just isn't fair you simply must use your comprehensive range of ninja skills.

Best of all is the Dash move. Use this to blur your way behind enemies and out of their attacking range, which is especially handy when assaulting the bigger, slower ones that'll smash you backwards across the screen and, most likely, off the edge of a platform should you confront them head on. Dash around 'em and stab them in the back of the legs like any decent ninja would. Game Over – for them.

Doing a jump and pressing your Dash move makes the ninja fella grab onto a wall, which is good for avoiding the damn dogs with swords in their mouths that turn Stage 3 into a nightmare, plus you're able to scope out the levels for the hidden gold coins placed within each level. From level two onwards, your sword takes on a life of its own. It starts absorbing 'Tate' – the souls of defeated enemies, becoming stronger as you harvest life. And see the energy bar? The little array of white flames? Well they go out if you don't fight, encouraging constant action at pain of death.

#### KILL, HIDE, YEAH WE GET IT

Despite the complex moves, playing *Shinobi* remains a rather simplistic experience. Kill enemies, exit opens, kill the enemies in the next area, next exit opens. It's pretty straightforward, although the end-of-level bosses we do like – a helicopter appears a few times, and there's a pair

of possessed attackers who beg you to kill them and end their suffering. These end-section challenges are definitely the highlight.

Away from the action, *Shinobi* has a typically Sega-like selection of bonus features. There's an Extras menu that times how long you've been playing the game, then unlocks secret stuff accordingly. The first one is a stage select, so don't expect anything too exciting from the rest. At the end of each stage you're given bonuses for taking no damage, kill percentages showing what you've slaughtered and an overall grade – Sega's way of making you want to play it again and again until you're the perfect ninja. Well, theoretically anyway.

We've been looking forward to *Shinobi* for quite a while now, and although the game itself fails to match the drama and promise of those exciting images, we've still been enjoying it just fine. Apart from when that bloke kept knocking us off the roof, when we were calling the game a big, fat piece of s\*\*\* and threatening to give it 1/10 score unless it started playing a bit fairer. The review? Could go either way.

**GARY CUTLACK**

#### FIRST OPINIONS

**PSW**

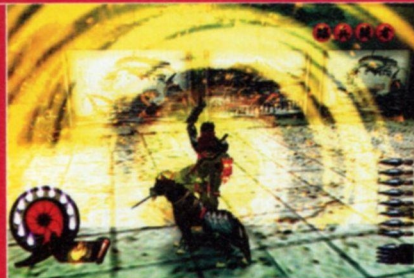
We like it in a simple kind of way. *Shinobi* is quite OK for a leaping-around-slashing-things kind of game, but will it set the world on fire? Sega fans might very well think so, but we cynically suggest it might just warm it up around the edges a little.

## NINJA SKILLS UNVEILED!

SO WHAT'S SO GOOD ABOUT BEING A NINJA? MAGIC POWERS? SUPER-HUMAN SKILLS? FLY-LIKE CLIMBING ABILITIES?

### HE MAGICS!

The hero has a limited number of special attacks, conveniently accessed by pressing L1. Pictured here is the fire spell which does away with anything on screen. There's also a short invulnerability shield and another massive, screen-filling offensive attack.



### HE DASHES!

Pressing X zaps your character forwards about five virtual game metres, momentarily turning him invisible and leaving a blurry, greeny blue outline in the space he occupied a few milliseconds before. Leaving enemies confused, this is essential to master.



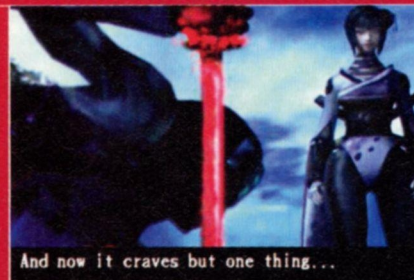
### HE CLIMBS!

Jump and dash into a wall and you grab hold, staying up in the air and out of trouble, well apart from the wall-based enemies that lurk up near ceilings. It's possible to run while on a wall as well – in fact, some puzzles and difficult sections demand it of you.



### HE SITS THROUGH STORIES!

It's not all fun being a ninja. There's the endless waffle about history, honour, family loyalty and pride to sit through before and after each level, with some vague story to follow too. Pressing Start skips it. Oh lovely, beautiful Start button, how we love you.

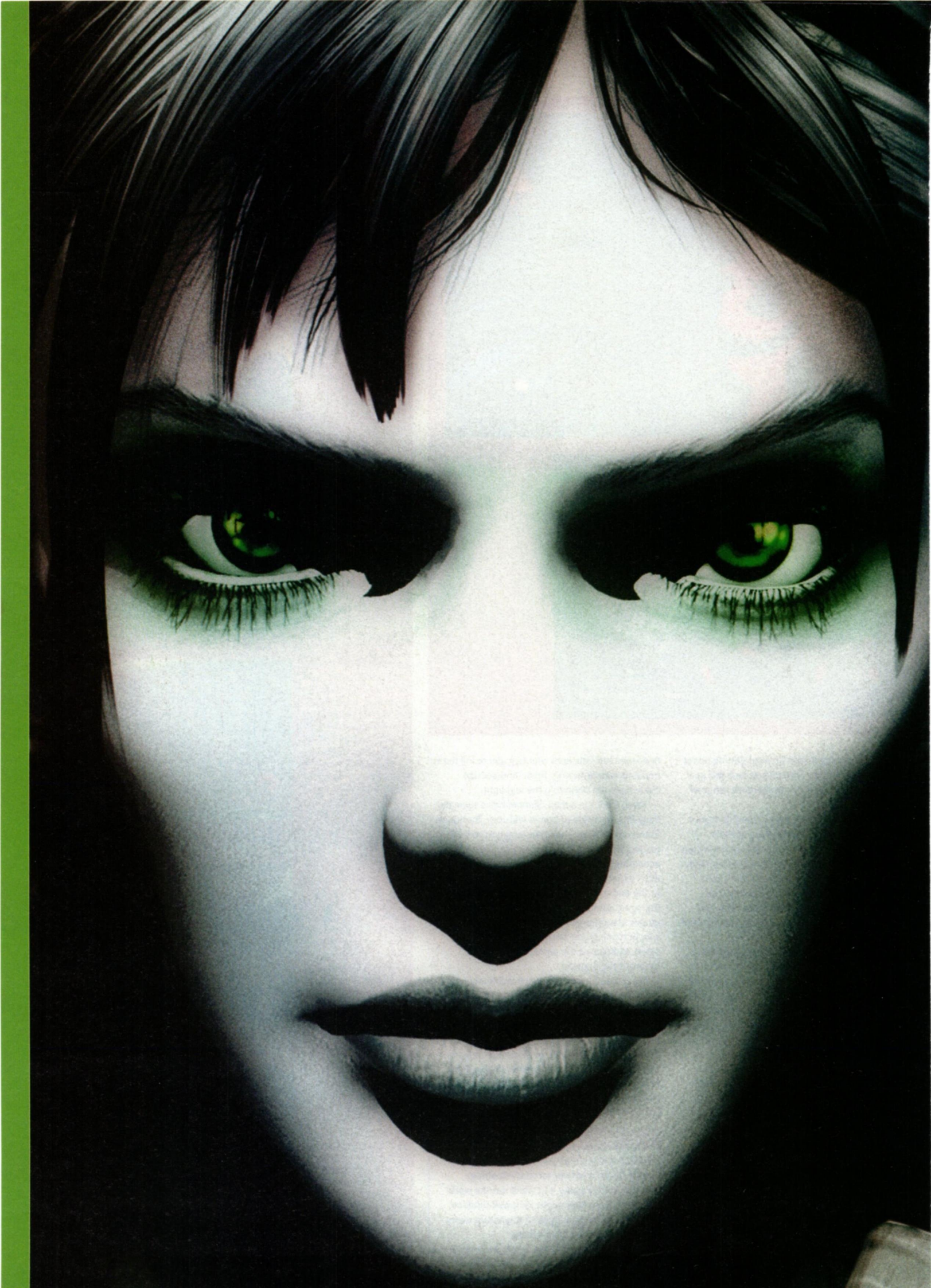


### HE THROWS!

R1 pulls up a little lock-on target – press triangle to fire a few shurikens at the selected target. They're not deadly but often temporarily paralyse enemies, so use them to control crowds before moving in for a kill. Numbers are limited, so be frugal.









WATER BABE Fighting feels markedly different underwater.



CLIMBING THE WALLS Athletic, tough, but can she bake a cake?



# "WHEN I SNAP MY FINGERS YOU WILL HAVE A MASSIVE DESIRE TO BUY PRIMAL..."

...SAY THE HYPNOTIC EYES OF JENNIFER TATE, STAR OF FORTHCOMING PLAYSTATION2 UNDERGROUND ADVENTURE PRIMAL. SHE LOOKS LIKE LARA – HAS HER GAME GOT THE MEASURE OF CROFT?

## "O TOMB RAIDER, WHERE ART THOU?"

The Christmas sales boom has been and gone, and the iconic videogames *femme fatale* has yet to emerge on PS2. Late

February is the most recent release date we've been given, but after its disappointing show at ECTS/PlayStation Experience in August (there was no actual game there, it was just a technical demo of Lara strutting her stuff around a multi-tiered Paris locale) we think it'll be more along the lines of an Easter release. So, how do we satiate your deep yearning for double D-cup action heroines until then?

An all-expenses paid trip to, er, Cambridgeshire should provide the answer; the home of Sony's aptly named Cambridge Studios and the birthplace of one Jennifer Tate. While the only thing emanating from Core's hardworking *Tomb Raider* team is the painful silence of the struggle to meet a looming deadline (whenever that might be) the talented crew responsible for *Primal* invited us to look at the blossoming fruits of three years' hard labour. And it's looking like it's been time well spent.

With the queen of digital adventure suffering under the weight of her own success and current expectation, surely the opportunity is there for a quick overtaking manoeuvre on her blind side, and a kick in the shins to clear the path to glory, a chance to steal her thunder, mantle and devoted third-person action adventuring followers? Chris Sorrell, the modest creative director of *Primal* doesn't see it this way.

"We're actually looking forward to playing *Angel of Darkness* when it's finished. Despite inevitable comparisons when you have a female lead, we don't see *Primal* as a natural rival to the *Tomb Raider* games."

And now that we've had the opportunity to see the game in action (as indeed you can, courtesy of the mini-frisbee, or DVD, found within this very mighty package) it's easy to see why *Primal* isn't merely following in Lara's mud-splattered footsteps as so many others have before. It's forging a golden path of its own for future action adventure wannabes to follow.

A concerted effort has been made to steer lead character Jennifer Tate away from the sexual superhero stereotype. Jen is grounded squarely in reality – she's a spirited yet vulnerable girl living out her young life as a waitress. When her boyfriend Lewis Burton is kidnapped she doesn't spring into action like a female Arnold Schwarzenegger. If you could imagine such a thing. No, she journeys forward in trepidation with only her rebellious spirit and stubbornness helping her to overcome her fears. If Lara combines Pamela Anderson with Xena then Jen is much more your cute, independent Avril Lavigne type. A vulnerable yet determined *Speed*-era Sandra Bullock for the gaming generation. This underlying theme of believable realism is something that permeates every facet of *Primal*. It's something that the developer has strived to adhere to despite the game's demonic setting.

## ABANDONED BY ABADDON

When Jen's boyfriend is kidnapped she's left unconscious while foot soldiers from the demon realms of Oblivion drag her blokey (Lewis) back to the underworld and the clutches of their overlord Abaddon. Discarded by Abaddon as a child, Lewis is now needed to carry out his evil work in Oblivion. Unbeknownst to the both of them, Jen is not just a simple earth girl either. When she is awakened in her hospital bed, it's to the sight of Scree looking for her to assist in overthrowing Abaddon and restoring order to Oblivion.

Scree is your partner for the duration of the game, but unlike Dexter or Clank, he's no comedy side-kick simply along for the ride. Despite being a comical looking gargoyle, Scree has equal billing alongside Jen. Understandably he's not quite as alluring as his female counterpart but his importance is evident in the fact that you can switch between both characters at any time during the game.

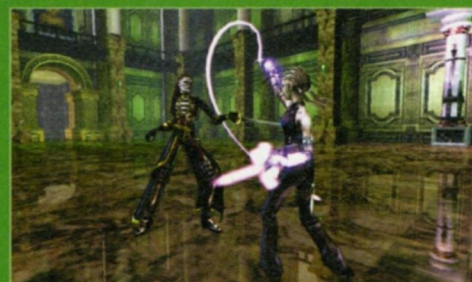
Jen and Scree both have their strengths and weaknesses with many of the puzzles in *Primal* designed to force the player to utilise both characters in order to progress. It's in this area of puzzling challenges that the >



LOOK UP These beasts can climb anything and attack from the roof tops.



SEAFOOD SPLATTER You can't survive for long out of water. Kill 'em quick.



INDY BABE Everyone loves a lady with a whip, especially one this striking.





**SLAP AND TICKLE** She's a brave girl, going out without make-up.



**SQUIDS IN** Your energy tentacles have a nasty sting in the tale.



**BATTERY CHARGER** Use Scree to boost your energy by sucking souls



**FEMME FATAL** Jen's pretty weak in human form but not useless.

recurring emphasis on realism is most prominent. Doors aren't magically opened by discovering a big floating key or collecting a hundred coins. Everything has a sensible real world solution. At one stage in the game it seems that your path is blocked and Jen has no way of gaining access to the tower in front. Scree on the other hand can climb any stony surface thanks to his gargoyle tendencies. By climbing up to an open window he can investigate for a means of getting Jen into the building. When he finds a rope he can lower it down and then by turning to stone he can provide the grip needed for Jen to climb up and continue onwards.

Everything in *Primal* has a sensible solution despite the conflict between realism and the fantasy setting. Clichés are avoided with pragmatism and imagination; don't look for health packs flown in by the Red Cross and dropped helpfully. Scree is your source of rehabilitation and acts like a battery pack that you can use whenever you're low on health. He also absorbs the life-force left behind by slain demons that can be used to restore your demon forms.

#### NICE LEGS, SHAME ABOUT THE FACE

Ah yes, the demon forms. Yet another area where Jen moves further away from Lara's blatant sexual allure. She

might be a pretty young thing to begin with but when Jen enters Oblivion she discovers her demon abilities that have remained dormant while she eked out an existence in the real world. Now she can transform herself into a far less appealing visage and take on Abaddon's minions with her own form of violent retribution.

**/ IF LARA COMBINES PAMELA ANDERSON WITH XENA, THEN JEN IS MUCH MORE YOUR CUTE, AVRIL LAVIGNE TYPE /**

## WELCOME TO HELL

TAKE A STROLL THROUGH THE MURKY REALMS THAT MAKE UP OBLIVION. JEN MORPHS INTO VARIOUS ROLES TO ADJUST TO EACH LAND.



#### SOLUM

Home to the Fera. A bleak and wintry land where the King's son has been kidnapped by the forces of evil. It's all very dark and menacing with stony remains and ominous shadows. Jen gains the power to run faster, jump higher and defend herself with her energy claws.



#### AQUIS

A tranquil, water-filled world inhabited by the graceful Undine and constantly bathed in a sunset glow. Abaddon's forces are trying to defile this land by polluting the waters and mutating those within. Jen can swim and her armlets (the source for all of her weapons) now transform into stinging tentacles.



#### AETHA

A corrupt land filled with scheming aristocrats and treacherous peasants. Set high up in the mountains the decadent halls of royalty contrast with the rain-sodden 18th century villages below. Jen is bestowed with wraith abilities that let her slow down time, as well as a long range whip and close quarters spike.

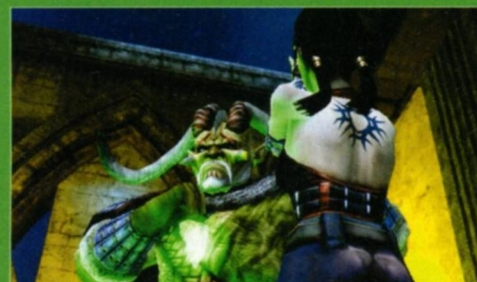


#### VOLCA

The Djinn are the most powerful race. Purveyors of powerful magic, they live inside a huge dormant volcano that awakens when the pair venture inside. Jen is equipped with two energy swords that can be used for lightning quick attacks or combined to form one lethal two-handed blade.

From the beginning *Primal* was never intended as a simple *Tomb Raider*-esque exercise in exploration and puzzle solving with a little action thrown in along the way to spice things up. Push block. Jump up. Grab ledge. Pull lever. Bollocks. The balance in this game is far more in favour of kicking devilish butt with the aim being to give *Primal* a much more modern, next generation scrolling beat 'em up feel.

Fighting games like *Tekken* and *Soul Calibur* were studied and scavenged to give Jen her combat abilities. Cambridge Studios has developed a repertoire that enables you to block as well as attack and even ram the final nail home with *Mortal Kombat*-styled finishing moves. Far more depth and strategy has been injected into *Primal*'s fist



**HORNY BEAST** Don't whack this ugly brute. He's on your side.



THE ODD COUPLE Scree isn't just an ugly sidekick. He has his uses.



fightery to keep it from feeling repetitive and becoming stale as you progress through the game.

The most significant fighting feature is the various weapons and abilities that you gain within each world. As Jen sets about undoing Abaddon's hellish work she visits four distinctly contrasting realms. The first two see her trying to restore the equilibrium to these once peaceful lands, while the final two set you the much more daunting task of vanquishing the evil that's been unleashed in these inhospitably wicked realms. In each location Jen is granted a new demon transformation that draws on the skills and abilities of the local populace.

#### MADAME WHIPLASH

To begin with, combat is an up close and personal affair, with Jen's energy claws tearing her aggressors to shreds before finishing them off with claret-spraying gusto. Move on to Aetha and you'll acquire the wraith form. Now you've got the ability to time shift. With this you can speed up your own movements and effectively slow down everything around you. Your energy claws are replaced with an energy whip and a close quarters spike. Fighting is now given a new dimension with the ability to attack with your whip from a distance or move in close with your spike. It's certainly a novel twist on old third-person battle methods.

The most dramatic fighting transformation takes place in the underwater world of Aquis. As well as developing

webbed feet which let Jen breathe and swim underwater, combat now takes place on a fully three dimensional plane. Like a seriously pissed off squid, Jen has lashing tentacles at the end of her arms which she can use to fend off the beasts lurking in the depths. Aquis's abundant water also presents a major strategy rethink in how you're going to progress. Jen can't leave the water without suffocating – she breathes through her webbed feet – and Scree can swim about as effectively as a brick coated in steel with an anchor tied to it!

It's these constantly changing environments that keep both the overall challenge and the combat fresh and intriguing throughout. Just when you think you're making good progress and you've got the combat sussed, new abilities, aggressors and surroundings completely transform your approach.

Not only are the environments constantly changing but they're also consistently astounding. *Primal* is easily one of the most striking games we've ever seen on PS2. From the stunning graphical effects with Jen's weapons to the remarkable rain effects; from the gleaming reflective marble floors to the imaginative and surprisingly cliché-free enemies, it's all capped off with the most vibrantly menacing yet gorgeously realised locations outside of an Afghanistan holiday brochure. Could this be the first must-have PS2 game of 2003? We'll know pretty soon.

/ MIKEY FOLEY

## LOOK WHO'S TALKING

THE DEVELOPER HAS EMPLOYED SOME IMPRESSIVE TALENT TO MAKE PRIMAL'S TALE EVEN MORE BELIEVABLE AND IMMERSIVE. HERE ARE JUST TWO OF THE CAST.



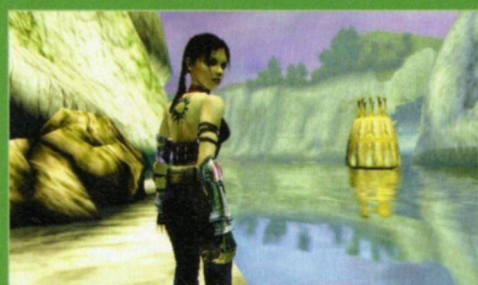
#### JEN

*Primal*'s central figure Jen is voiced throughout by Hudson Leick, who may be recognised by fantasy fans and lovers of butch women as Xena: The Warrior Princess's sidekick Callisto. The development team felt she perfectly captured Jen's unpredictable air of feisty rebelliousness and female independence, along with her realistic sense of vulnerability.



#### SCREE

Scree is voiced by Andreas Katsulas. His most famous Hollywood role is that of the one-armed man in the fairly duff Harrison Ford movie, *The Fugitive*. However, it was his portrayal of G'Kar in *Babylon 5* that brought him to the attention of *Primal*'s development team, who saw him as the perfect vocal match for the game's friendly gargyle.



FOREARM SMASH It's those gauntlets that give Jen her special powers.



FEELING HORNY She looked alright in the nightclub, but when I got her home...



# WIN!

## An original *Mortal Kombat* arcade cabinet!

To celebrate the release of *Mortal Kombat: Deadly Alliance*, PSW, Acclaim and Triple M have joined together to offer one lucky gamer the opportunity to win an original *Mortal Kombat* arcade cabinet.

That's right, the original *Mortal Kombat* in all its glory could be taking pride of place in your bedroom! Use it as a study desk, a funky coffee table, a clothes rack, or even – call us crazy! – simply play the damn thing!

The competition begins on Fatality Friday, also known as February 14th. To be in the running to win, all you need to do is answer the following question:

**Q. What would you put in the next *Mortal Kombat* game?**

Good luck!

### HOW TO ENTER

Enter via the Triple M website. To enter log on to [www.mmm.com.au](http://www.mmm.com.au) and follow the links to answer the question.

## WORTH \$1500!



Acclaim will judge the competition and the winner will be published in PSW.



SOME ARE NEARLY  
FINISHED,  
SOME ARE ALREADY  
OUT IN JAPAN,  
SOME PROBABLY  
HAVEN'T EVEN  
BEEN STARTED YET—  
BUT ALL 50 OF  
THE GAMES  
ON THE NEXT  
TEN PAGES OF  
PSW ARE WORTH  
WAITING FOR.  
THIS IS WHAT YOU  
WILL BE PLAYING  
IN 2003.

WORDS / GARY CUTLACK  
MAIN IMAGE / MICHAEL FAULKNER

## THE 50 BIGGEST GAMES OF



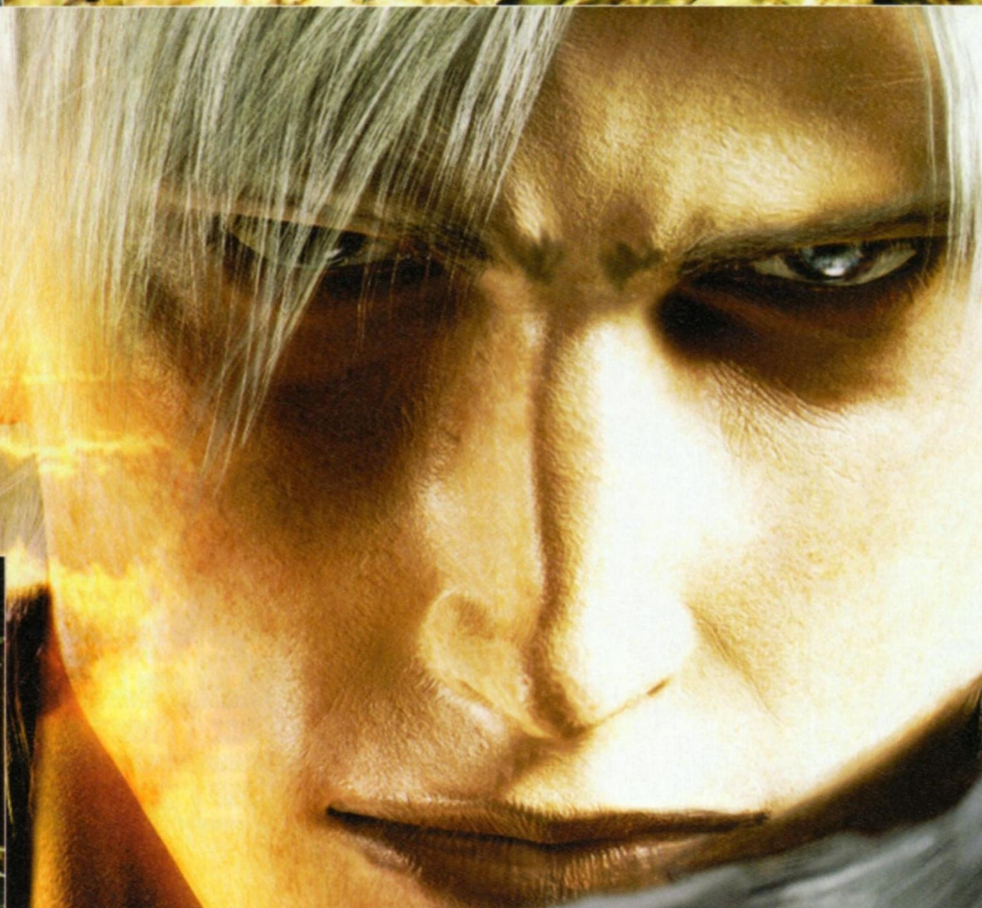




## DEVIL MAY CRY 2

New, bigger characters and substantially better looking is what we know of *DMC 2* so far, and, seeing as we'd have given the first game ten out of ten, we might have to introduce some kind of radical new reviews system to cope. Lead man Dante has been upgraded with new moves (running along walls and shooting behind him are the most notable) while the new playable character Lucia literally doubles the amount of playable characters, with the size of the game also said to be twice as big too. And expect 'Matrix-style' slow-mo effects to feature as well. See the picture at the top-right there? That's the aforementioned new female character Lucia in action. Looks cool, doesn't she?

**OUT:** MARCH



## MUSIC 3

Not the prettiest game of 2003 by a mile, because *Music 3*, like all music creation games, looks like a collection of coloured boxes on the screen. If it's as good as *Music 2* it'll be brilliant, if it's better it'll be... brillianter still. Tunes from pop-techno king Timo Maas and trance has-been Paul Oakenfold feature, with an incredible 64 simultaneous channels of sound (ie, noises) to play with and the ability to sample chunks out of your favourite CDs.

**OUT:** APRIL



## DEF JAM VENDETTA

We love EA Big games. They make even the most mundane of things take on skydiving levels of excitement. *Def Jam Vendetta* is the peculiar wrestling game featuring the real-life stars of the Def Jam label – 45 of them in total – as the legendary label gives its stars and music to EA's Big geniuses. Ten hip hop venues and a story mode fill out your options, with music from such stars as DMX, Method Man, Scarface, Ludacris and Redman. See page 10 for more info!

**OUT:** APRIL



## MG52: SUBSTANCE

We exposed this in monstrous detail last issue in a massive 50 page feature (well, it seemed like 50 pages when we were writing it), so a brief, informal reminder of the facts will have to suffice here.

Around 300 new missions, all-new mini stories for Snake, the option to play as Raiden (or the option to not be him at all) and the original included as well. It's big, and it'll be huge.

**OUT:** MARCH





### LARA CROFT TOMB RAIDER: ANGEL OF DARKNESS

Times were we'd complain about getting a new *Tomb Raider* game every year, now we complain about *not* getting a new *Tomb Raider* for ages. There's no pleasing us! The much delayed *Angel of Darkness*

should arrive in February, as Lara and her new playable sidekick Kurtis Trent finally get their act together in this new, urban update to the *Tomb Raider* legacy. Will it be good? Will the extra development time make it good? **FIND OUT IN: FEBRUARY-ISH**



### THE HULK

This year's Marvel blockbuster, following Spidey and the *X-Men*, seems ideally suited to gamesdom, what with being halfway there already in using a mostly computer-generated Hulk. How will Hulk's creator solve the age-old dilemma of making a game out of a virtually indestructible lead character? Facts about the game are nonexistent right now, so feel free to hazard a guess yourself.

**OUT: JULY**

### SSX 3

This makes us excited. *SSX Tricky* is second only to *GTA3* in the number of man hours we've spent playing it, with the quest to complete everything with every character still ongoing with one obsessed PSW staff member.

News on the next version is hard to come by, although the use of the number 'three' suggests an all-new selection of courses and boards to us. If there's ever a justification to wish away a year of your life, this is it.

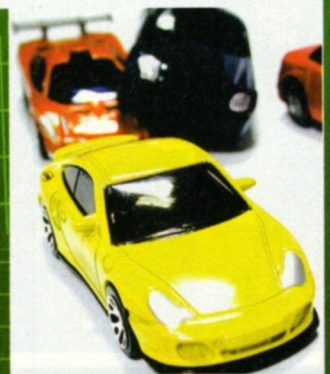
**OUT: NOVEMBER**



### GRAN TURISMO 4

Next Christmas' big game? Or Christmas 2004's big game? Your guess is as good as ours, in fact your guess may be slightly better than ours seeing as your judgment isn't clouded by simultaneously thinking about 50 other games at the same time. Originally known as *GT Online*, the next instalment of the *GT* series will be the last to arrive on PS2 – and the first to offer online racing. It may be one of PS2's last big games before PS3 publicity begins, but it should also be a stunner.

**OUT: OCTOBER (YEAR TBA)**



### CLUB FOOTBALL



### CLUB FOOTBALL

Fourteen individual games and 14 separate Premiership and European teams, each getting their own match, each containing the team, players and stadium of its sponsored team reproduced in staggeringly assiduous detail: Arsenal, Villa, Chelsea, Leeds, Man

### CLUB FOOTBALL



United and Rangers and Liverpool are the British teams, with special European editions featuring Inter Milan, Juventus, Bayern Munich and a few others. We'll no doubt be complaining that it doesn't play as good as *Pro Evolution Soccer 2*. Unless it's better, of course.

**OUT: APRIL**

### PRIMAL

Well there's a four page feature on *Primal* back there on pages 36, 37, 38 and 39, which should leave you in no doubt as to its anticipated status. Here is one additional bonus image!

**OUT: MARCH**



### FREEDOM: BATTLE FOR LIBERTY ISLAND

OK, you're this normal, everyday American bloke, right, then the Soviet military rolls into town and starts shooting everything up. Naturally, you pick up a few guns and decide to become a hero. Using one of those alternative timeline plot devices, *Freedom* is set in a world where the Soviet Union still exists, won the Cold War and has decided it wants to make America its own slave nation.

There are, of course, some weapons lying about the place to use, along with your usual protect/sabotage/destroy range of missions to fight through. A four-player, split-screen option will also be available, plus look out for much hyping up of the 'Charisma' gameplay system, which rates your performance and makes local vigilantes join or abandon your cause depending on much they like you. Make them all hate you and die alone, it's what we're doing in real life.

**OUT: APRIL**



## EYETOY!

THIS CRAZY PIECE OF NONSENSE SHOULD BE OUT IN MARCH.

A little USB camera plugs into your PS2, sits atop your television and stares back at you. It monitors your movements, throws your image onto the TV screen and lets you react to the action in the game. This will involve quite a lot of jumping about, some pumping of the arms and a whole heap of jiggling. We'd advise consuming at least six large vodkas before playing.



## SILENT SCOPE 3

Ooh, snipers. Beware media backlash over the possible killing of innocent civilians. Should they be brave enough to actually release it, you'll be battling terrorists in helicopters, terrorists at sea, terrorists at the Hoover Dam and terrorists on city rooftops. It's already out in America, where most people thought it was quite good. But then they like anything with guns in. We've played it, and we thought it was good too. Same as the first two, but good.

**OUT:** FEBRUARY



## SYPHON FILTER 4

It's been "coming soon" for what seems like eternity. If previous predictions had been accurate you'd have been playing it for four months now. Apparently, according to our sources, it's being reworked to include online options, and as no new news or images have appeared in the last 12 months, that's the only SF4 fact you're getting this time too. This fantastically exciting piece of art we're using to illustrate it is about three years old and from SF2 on PSone.

**MIGHT BE OUT:** NOVEMBER

## STARSKY AND HUTCH

Being ironic about the 70s this month is cop racer/thriller *Starsky and Hutch*. Famous for their white-striped red sports car, the wise-cracking retro duo should do well with gamers in their late 20s and early 30s. A seventies soundtrack is promised, along with seventies language (that'll be Antonio

Fargas saying "Hey, bro!" then) and seventies fashions. A split-screen two-player mode will come in handy for maverick cops and their put-upon partners, with the game promising a mixture of "you drive, I'll shoot" cooperative thrills. Exclusive first playtest and DVD action next month!

**OUT:** MARCH

## DIE HARD: VENDETTA

John McClane, the balding, vested cop, will soon be starring in his own terrorist-slaughtering game. Like the films, *DHVV* is an action-jammed violence celebration, equipping our virtual McClane with what can only be described as "nuff weaponry". Worryingly, we hear humour is set to be included - McClane's one-liners will feature strongly. Uh-oh. We look forward to writing *Die Hard*-influenced headlines in upcoming issues, some of which are almost certain to contain puns on the phrase "Yippee-ki-yay".

**OUT:** APRIL



## DEUS EX 2: INVISIBLE WAR

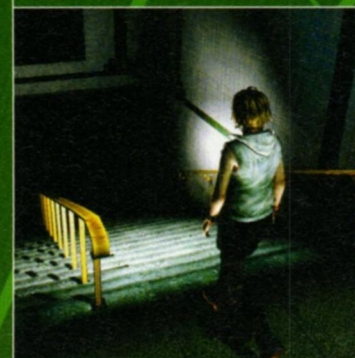
Twenty years after the events of *Deus Ex* and it's all happening again. Contrary to the game's title, a fully visible war is raging between many different religious and political factions, with your task being to discover who, what and why they're all fighting for and what shape the future of society might take. Real places such as Seattle, Germany (what, all of it?) and Cairo are included this time around, complemented by all-new special abilities which include seeing through walls, regenerating health and making yourself invisible to radar. God, the things you could get away with if you were invisible to radar. It won't be out on PC (version shown) 'til late in the year, so we're perhaps being a little optimistic in saying the PS2 version will be out by November. So sue us.

**OUT:** NOVEMBER

## SILENT HILL 3

See pages 18-25 in this very magazine for reasons enough to want *Silent Hill 3*.

**BACK FROM THE DEAD:** MAY







### TENCHU: WRATH OF HEAVEN

Now with spears, sticky bombs and a flash split-screen cooperative mode. It promises to be extremely varied, with a mixture of violent assassination missions, stealthy espionage stuff and plenty of covert theft challenges. Combat has been beefed up with more combos, stealth moves and jumping attacks for you to learn, turning your chosen ninja (there are three playable characters to pick from these days) into a truly awesome and undetectable killer. And for extra challenge, enemies within the game will appear in different places when you play sometimes, just to keep you on your toes. It's taken them an absolute age to get this game thing together. So it'd better be good.

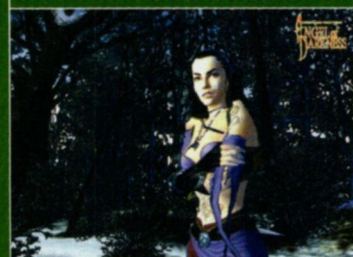
**OUT:** MARCH



### NIGHTMARE CREATURES 3

It's a 'Gothic horror fantasy' according to creator Kalisto Entertainment, and one set in 19th century central Europe and featuring an all-new female heroine at that. They don't say what her name is, but she comes with a raven for an assistant, one she can merge with to become some sort of beast. It's set in Prague, and the main boss is a man called Adam Crowley. How can anyone be scared of a man called Adam Crowley? C'mon, a little more invention please...

**OUT:** SEPTEMBER



### PRO EVOLUTION SOCCER 3

PES 2 is the main reason we come into work every day. It's the main reason our relatives haven't seen us in weeks. It's our main reason for living. So the third game really can't come quickly enough.

First details can be found on page 8 of this very issue, but we'll save you the bother of flicking through the mag by telling you now that it'll support online play! We. Want. This. Now.

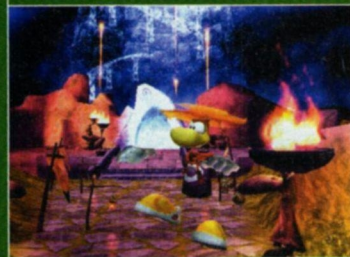
**RESULTS IN:** OCTOBER



### RAYMAN 3: HOODLUM HAVOC

Listen Rayman, you were never as good as Sonic the Hedgehog, so stop pretending you're the big star just because Sonic's been going through a bit of a rough patch recently. What you're getting here is another 44 levels of platforming, split across ten new worlds, broken up by a load of little mini games. The press release says Rayman now consists of 2206 polygons. We're not sure if that's a good or bad thing.

**OUT:** MARCH







## XIII

That's 13 in Roman numerals, that is. We paid attention at school. XIII looks like an animated, Saturday morning cartoon version of *Metal Gear*, using the very 'now' cel-shading technique to bring its espionage, conspiracy theorising, amnesia-fuelled thriller levels alive. A two-player cooperative game featuring one player 'covering' the other as they 'go in' sounds like a nice little idea, and it's also vaguely hinted that online play options may be present too.

The story of the anonymous hero known only by the XIII tattoo on his arm unfolds via flashbacks, which, interestingly, are also playable parts of the game. He's equipped with a 'sixth sense' which helps Mr XIII by allowing him to see through walls and enhance his combat. It looks nice, with a darker, more grown up animated look helping XIII seem more than just a gimmicky cash in. Perhaps this could be the first cel-shaded game on PS2 to be actually any good.

OUT: MARCH



## SMACKDOWN! 5

We know it's coming. As usual, we've already done the deal to bring it to you first. We'll no doubt be getting a bit too excited about seeing lifelike versions of Stacy and The Rock, plus there'll be the chance to interview one of the female wrestlers. We've already done Lita, Torrie and Terri – can we have Trish next, please. Or Kurt Angle – we've got some really good questions saved up for him.

OUT: NOVEMBER



## MORTAL KOMBAT: DEADLY ALLIANCE

Right, you've got Shang Tsung (evil) and Quan Chi (good) heading up the ever-present battle of good versus evil, as the kombaters return after a few years of healing. The characters we remember from nearly a decade ago are back, with Scorpion, Raiden, Sub-Zero and Sonya Blade in here, although the visual style isn't quite so recognisable. New *Mortal Kombat* now comes with a 'progressive damage system' meaning you'll be able

to see the results of the beating affecting the fighters, as their bodies start to bleed and sag under the attacks. The game will also feature a host of extra features on its DVD, like music videos, an MK history feature, and a behind-the-scenes special with series creator Ed Boon. For more information see pages 52, 53, 54 and even 55, where you can get yet more excited about *Mortal Kombat*. There's a nice screenshot of Sonya with a bleeding face, too.

OUT: VALENTINE'S DAY



## TRUE CRIME: STREETS OF LA

Or *Grand Theft Auto: Los Angeles*, as the developer is no doubt hoping it'll be described, what with *True Crime*'s use of a real city, real driving, real fighting and real shooting hopefully making for a very *GTA*-like experience. You're Nick Kang, the unsurprisingly maverick cop who doesn't play by that many of the rules, charged with cleaning up LA's Chinese and Russian gangland problems. How? By driving about, shooting just about anything that walks, and engaging in martial arts fist fights with anyone who so much as looks at you in what may be interpreted as a funny way. It would be easy to label this a cynical *GTA* clone. What a cynical *GTA* clone. Yep, quite easy.

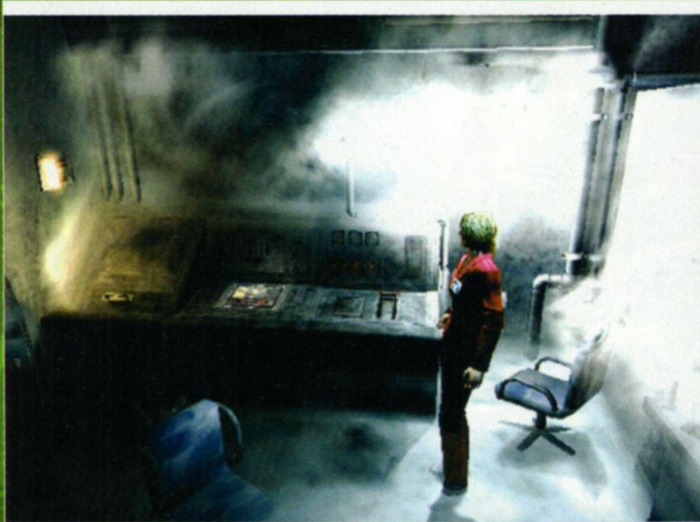
OUT: APRIL





# ADAPT OR DIE!

WITH SONY SET TO RELEASE ITS ONLINE ADAPTOR IN THE AUTUMN, 2003 COULD, AND DAMN WELL SHOULD, BE THE YEAR ONLINE GAMING GOES BALLISTIC. COULD THE LITTLE BROADBAND ADAPTOR CHANGE THE WAY WE THINK ABOUT PS2 GAMING?



## RESIDENT EVIL ONLINE

New add-ons need big games to sell, and games in the world of PlayStation don't get bigger than *Resident Evil*. Even Doc what'sisname from *Back to the Future* would struggle to sort out the *Resident Evil* timeline, such is the twisty turny, constantly rewritten and revisited *Resident Evil* universe. Apparently, *Resi Online* takes place "parallel" to the events of *Resi 1 & 2*

according to maker Capcom. It comes with eight heroes – no STARS members, just civilians, one of whom is called Kevin – each of which is selectable to play in the four-player online game. How do you play? Well that's up to you. It's possible to run off on your own and take on zombies by yourself, or, as they kind of hope you'll be doing, play with three other new online friends.

**LOGGING IN:** SEPTEMBER



## ATV OFFROAD 2 ONLINE

It hardly set the charts alight, but the first ATV game was a gem. Its forte was multiplayer – good enough even to rival *TimeSplitters* as an office timewaster. Its major flaws were a surfeit of uninspired tracks which rather buried the greats (Red Rock was superb) and the inevitable awkwardness of a quartered screen. The latter will of course be solved online – joy – and we can only hope for more consistent track design. This really could be a winner.

**OUT:** NOVEMBER



## SOCOM: US NAVY SEALS

The Americans have been playing this for ages, what with *SOCOM* being one of the US online system's launch games. Did they like it? Well, no, not much. *SOCOM* received fairly average reviews, mostly criticising its simple look and moaning about it being an inferior clone of the much better online games for the PC. Should be a launch game here too, when the upgrade arrives in the spring, if you fancy making your own mind up.

**OUT:** APRIL



## FIFA 2004

Yes, we know what you're thinking. But wait! Rumour has it they're planning to include online options in next year's *FIFA* update, which could, just could, help it to earn the respect of footie-loving gamers the world over. Imagine sticking yourself into a worldwide online league and stuffing the Poms on a daily basis. Sweet.

**OUT:** OCTOBER



## LAMBORGHINI

This game will offer the entire range of Lamborghinis throughout the history of the famed Italian company – but of more interest is the possibility of online play. The Xbox version is online compatible, but current speculation is the PS2 version will be missing internet options. We'll just have to wait and see, as will you.

**OUT:** APRIL



## BREAKER

What they're already calling an 'online action game', *Breaker* – from *Dead or Alive* creator Tecmo – is... an online action game. Using the power of PS2's network upgrade thingumabob two teams of up to four linked players will be able to fight together – on Mars. Then have cybersex with each other in the chatrooms afterwards, no doubt.

**OUT:** NOVEMBER



## SEGA RALLY 3

The rally series that made the genre popular, Sega stunned us by announcing an online *Sega Rally 3* for PS2 at last year's E3 games show. We don't know much about it, but what we do know is this – we'd chew our own legs off if that would help it arrive quicker. It's the first wave of Sega's cross-platform gaming plans, which should see PS2 owners able to compete against Xbox, Gamecube and PC owners in the (quite distant) future. Like, wow.

**OUT:** NOVEMBER



## FREQUENCY ONLINE

Not to be confused with the all-new sequel *Frequency 2*, this online mini update to the first *Freq* game was given away with the online package in the US. It was a stripped down version with only four songs included on it, but owners of the full original game were able to do a bit of disc-swapping to play the full game's 27 tracks online as well. Will that work here too? We don't know, but we certainly hope it does. A bit of an underrated gem in our eyes.

**OUT:** APRIL



# COMPLETE AND TOTAL RANDOM GUESSWORK!

SOME GAMES WE KNOW ARE COMING BUT KNOW NOTHING ABOUT. LIKE THESE:

## MEDAL OF HONOR: SOMETHING

And we're fairly sure it'll be set in World War II. Rumour has it "the Germans" will be the enemies.

## BOND SOMETHING OR OTHER

All rise for EA's newest annually updating franchise.

## MIAMI VICE

Someone told us the other day they'd bought the license. Apart from that...

## ONIMUSHA 3

Maybe not until 2004 though.

## TIMESPLITTERS 2 ONLINE

TS2 was supposed to be online, then they changed their mind. Chances are they'll change it again, and re-release TS2 as an online-compatible special edition. We'd put money on it.

## WORLD RALLY CHAMPIONSHIP 3

We're almost certain it'll happen.

## COLIN MCRAE RALLY 4

Whispered to us the other day.

## TOCA RACE DRIVER 2

Also whispered to us the other day.

## THE GETAWAY 1.5

A drunken developer told us an add-on pack was on the way. He'd only had a couple of vodkas. Lightweight.

## MAX PAYNE 2

But if it takes as long to make as the first one you'll have to wait until 2006 for it.

## GRAND THEFT AUTO: SAN ANDREAS

Obviously we know nothing about it. The current rumour sees another revisitation of an old GTA city, this time the quake-tastic San Andreas.

## TONY HAWK 5

Activision owns Tony's ass until he dies, and even then it's rumoured its planning games based around his extreme journey to heaven.

## TIMESPLITTERS 3

Bung on a few new levels - easy.

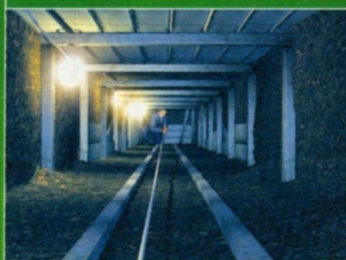
## RED FACTION 3

It's gonna happen - but when?

## THE GREAT ESCAPE

"Tense with excitement, rich in character, leavened with humour" said *The Hollywood Reporter*, but then they were talking about the film. The game is based on the film, challenging you to use stealth and combat skills to extract yourself from the Stalag Luft hell hole. It features the motorbike bit at the end, too, after you've spied through keyholes, fought in a moving train, on an airfield and through a military hospital. If it's got the original music it'll be great. If *The Hollywood Reporter* asks, tell them we said that.

OUT: MAY



## ZONE OF THE ENDERS 2

If all has gone according to plan there's a two page preview on this game elsewhere in this issue. Two-page previews equal medium-to-high anticipation. Seeing as most of the images within the feature look strangely blue, here we present a bonus *Zone of the Enders 2* screenshot which uses reds, greens, oranges and quite a bit of brown. Leaf back to page 26 to read more about ZOE2, unless you don't care about ZOE2 or have already read it, in which case feel free to carry on reading this.

OUT: MARCH



## CHARLIE'S ANGELS

Here's a really quite superb photograph of Cameron Diaz's arse, which is being lovingly digitised at this very moment for appearance on PS2. As well as *The Arse*, *Charlie's Angels* will be featuring "action" of an unspecified nature. And probably a driving section. We don't really know. "The license lends itself particularly well to the videogame medium," punted Yves Guillemot, President of game maker Ubi Soft, showing that he probably doesn't know that much about what the game's going to be like either. A surprise all round, then.

OUT OF THE BLUE: SEPTEMBER

## JAMES CAMERON'S DARK ANGEL

A cross between *Tomb Raider* and *Metal Gear Solid 2*, we'd say, with foxy heroine Max fighting her way through a crisis-hit futuristic version of Seattle. Jessica Alba, the star of the TV show, provides the

voice for the game's lead character, with the game version of Jess being a rather convincing likeness of the lass herself. The show has a cult following despite being axed in the States after just two seasons. Good luck promoting that!

OUT: MARCH



## RIDGE RACER (X2)

Namco is currently working on two new *Ridge Racer* games, a straightforward sequel along the usual arcade racing lines, plus a 'secret' project it's currently referring to as *Ridge Racer Latest*.

Version. Apparently this new game will have more in common with *Gran Turismo*, offering a more realistic racing experience as opposed to the original's powerslidey arcade handling.

OUT: SEPTEMBER



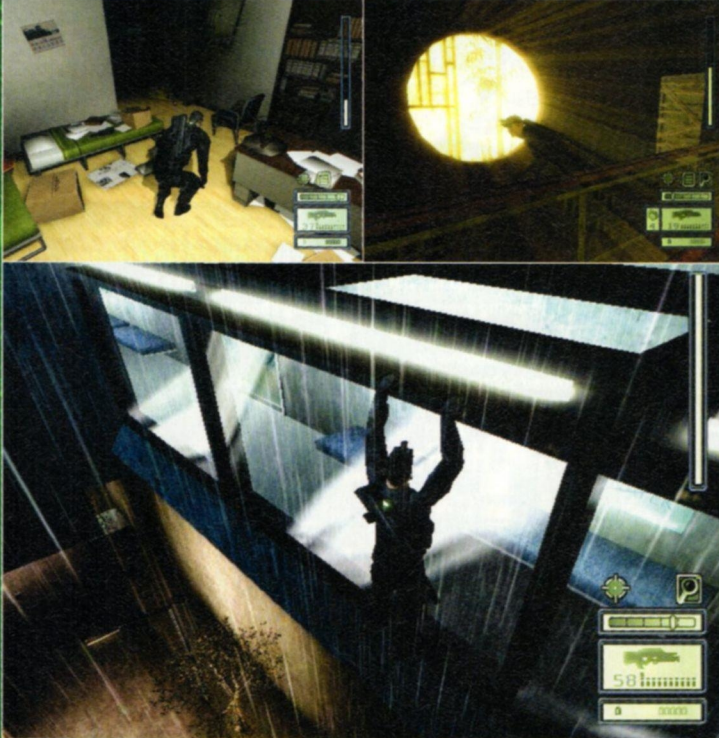




## SPLINTER CELL

Currently kicking up big on Xbox (translation: selling tens of copies) the fact that 'Xbox Exclusive' *Splinter Cell* was also coming to PlayStation2 has been one of the worst-kept secrets in the videogaming world. Now it's out on Microsoft's ugly black machine, we're allowed to tell you that it's coming to Sony's beautiful black machine in March. *Splinter Cell*, or Tom Clancy's *Splinter Cell* to give it its full title, may appear like little more than a *Metal Gear Solid 2* clone to some, but to our inquisitive eyes this looks like being so much more than a mere copy of a winning formula. You are Sam Fisher, a man charged with investigating the disappearance of several CIA operatives in Eastern Europe. Being a member of the officially non-existent Third Echelon team, remaining hidden, undetected and undercover at all times is your number one priority. Killing enemies with a sniper rifle is your number two priority, with all manner of top secret devices at his disposal to help. We reckon this is going to be a legendary PS2 game. A "must-see" title, as we'll probably say at some point. Unless we play it and think it's crap.

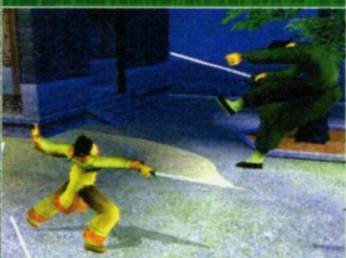
**DENY ITS EXISTENCE IN:** MARCH



## CROUCHING TIGER, HIDDEN DRAGON

So they sign the license, announce it in a fanfare of publicity, then disappear for a couple of years to actually think about what the game's going to be like, design the game, program the game and then release the game when everyone's long-since forgotten about the film and are all watching *Shaolin Soccer* instead. *CTHD* as we're calling it internally is "a third-person combat/adventure game" according to the makers, one that will give players "the ability to transcend space, gravity and the limitations of the body". Sword fighting, basically, with the three characters (Mu Bai, Jen and Shu Lien) fighting the murderous Jade Fox.

**OUT:** FEBRUARY



## FREQUENCY 2

The new images of *Frequency 2* show the action taking place through more realistic locations, as the musical monorail flies through townscapes as you bash out the beats, as opposed to *Freq 1*'s surreal and featureless tunnels of sound. The only two confirmed music acts so far are pop-rocksters Weezer and the ageing Goth sexiness of Garbage, although unofficially the man behind Symbion Project has said that he, DJ HMX, Komputer Kontroller and - yay! - Freezepop are working on new stuff for it as well. It'll have both online and offline play options, and hopefully you'll be able to download something that sounds a bit better than Weezer and Garbage too.

**OUT:** NOVEMBER



## MAXIMO 2

Not officially confirmed but unofficially talked about quite a lot by loose-jawed Capcom bigwigs, *Maximo 2* promises to give the Grim Reaper a much more prominent role this time around, make the camera angles more effective and add a selection of different gameplay techniques to provide a little more variety to the running-around-in-3D action. Bizarrely, Capcom has also taken

the unusually early step of confirming the inclusion of an unlockable secret bonus game that will appear as a nice little reward for you when you complete the game. Something from the Capcom archive, they reckon. We'd put a fiver on it being *Ghosts & Goblins*, the legendarily difficult (and old) platform game which inspired the making of *Maximo* in the first place.

**OUT:** SEPTEMBER





### WORLD CHAMPIONSHIP SNOOKER 2003

And we'll probably get asked if we want to interview Jimmy White. If he's in it. Who are all these players? They'd be better off signing the Alex Higgins license and setting it in the 70s. With roleplay game elements.

**OUT:** APRIL



### SOUL CALIBUR 2

The only reason to still visit amusement arcades now we're grown men, *Soul Calibur 2* is a superb update that takes the speed, style and sexiness of the original and updates it with a pile of new characters and arenas. Out of the new fighters our initial fave is Talim, a baton-wielding girl with lightning-fast combo attacks and a not unattractive arse. The new environments look brilliant, the combat is faster than ever, and we can only hope they knock out a PS2 version as quickly as possible. With *Tekken* and *VF4* both likely to be taking a 'gap year' in 2003, the door's wide open for *Soul Calibur 2* to dominate.

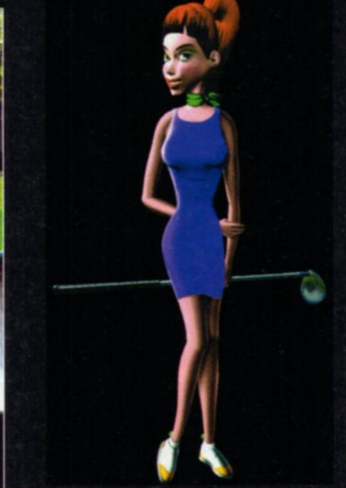
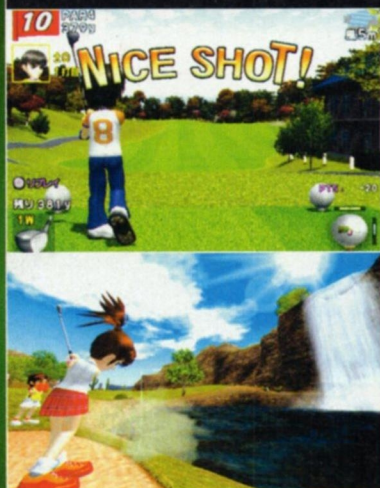
**OUT:** SEPTEMBER

### EVERYBODY'S GOLF 3

Christ, this has been out in Japan for ages. It looks brilliant, combining serious golf play with crazy characters and colourful presentation that could make even a child or a mum think golf was a fun activity. When's it going to

arrive here? We don't know. It may never come out here at all, which would be a crime against gameplay. We're putting it in our 2003 feature as a reminder to Sony – please, just please, make this happen here. Thank you (in advance).

**PROBABLY NOT OUT IN:** APRIL



### CONTRA: SHATTERED SOLDIER

Finally! An update to a classic game that doesn't resort to just making everything 3D and therefore immediately losing the essence of what made the original so good. *Contra: Shattered Soldier* is a 2D

action game starring a man, some guns, a few platforms and loads of massive, morphing enemies – it's back-to-basics scrolling shooting. It looks really good. We like this kind of stuff. They should do more of it.

**OUT:** MARCH



### BLOOD RAYNE

Sort of a *Tomb Raider* with vampiric overtones, this, with Rayne (your default feisty, bosomed, sexy action heroine) sporting guns, attitude, cleavage and sexy little outfits as she makes enemies bleed across a selection of techno-Goth levels. She gets 'bloodrage' after drinking too much of the red stuff, turning her into even more of a psycho-bitch. The game also features an innovation called 'slow time' – otherwise known as the swooshy Matrix slo-mo effect.

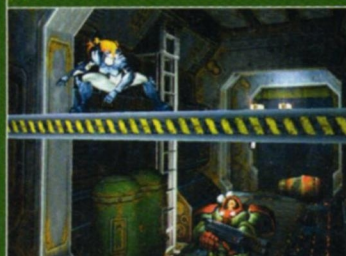
**OUT:** FEBRUARY



### STARCRRAFT: GHOST

Using the *Starcraft* universe so beloved of certain elements of the PC gaming community, *Starcraft: Ghost* dumps the stat-heavy, real-time strategy tedium of the series to offer a set of stealthy, infiltration missions starring sexy spy-babe Nova. It features a "revolutionary new style of gameplay" according to the creator, but then they all say that. They probably mean it's got a sniper rifle in it or something, or that the main heroine has got "attitude".

**OUT:** NOVEMBER

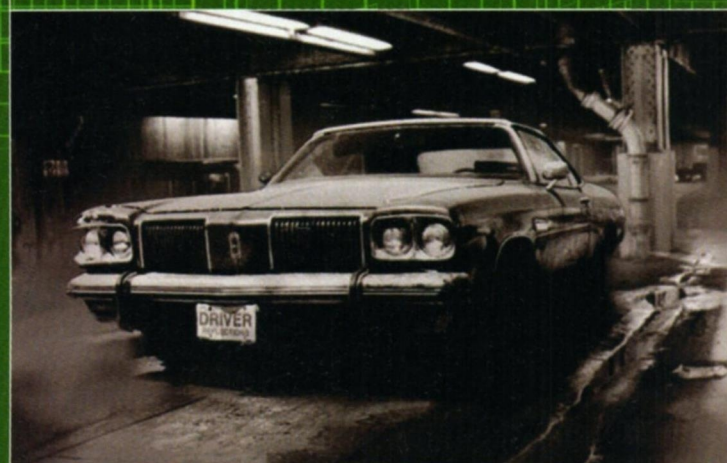


### DRIVER 3

Vying with *The Getaway* for the award of Most Stupidly Advanced Announcement Ever, *Driver 3* has been on the cards for a couple of years now. The first solid details have only just leaked out of the maximum security development studio

(see page 9) and include - shock - lots of driving about in a big city. And shooting stuff. It's the scoop of the century! Expect a release around September this year, and the first in-game pics very soon indeed.

**OUT:** SEPTEMBER



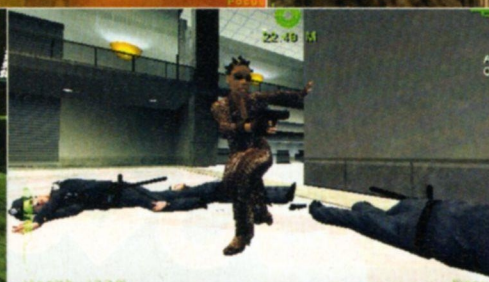
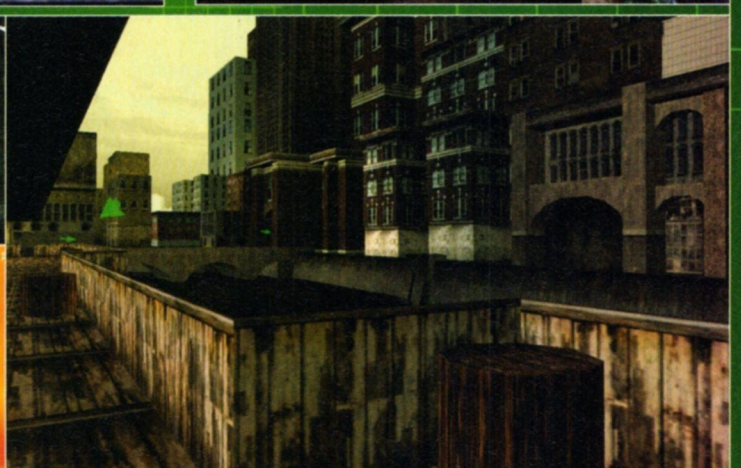
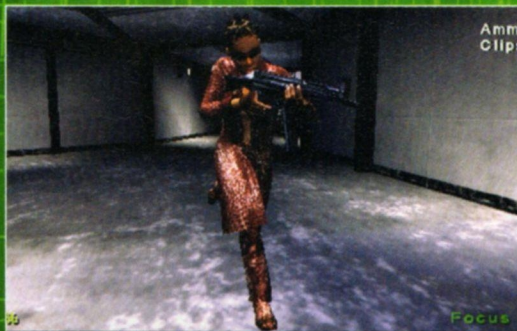




## ENTER THE MATRIX

It's a postmodernist's wettest dream: the film most resembling a videogame in recent times, which subsequently influenced a seemingly inexhaustible sequence of recent games, is finally becoming a videogame itself. Shiny, better known in PC circles for original titles such as *MDK*, *Sacrifice* and *Messiah*, has been handed the development duties and has apparently been beavering away on this virtual action spectacular for a good two years now. The first batch of screenshots have only just been made public (that's them here on this very page!) yet still little is known about how this will actually play. We can tell you it's not based on the original movie, but rather depicts events happening simultaneously to those in the upcoming *Matrix Reloaded* sequel. Playable characters include Niobe (the black chick) and Ghost (the white dude), but as to their intentions, objectives or motivations, we haven't the slightest clue. As you'd expect, there's bound to be clichéd *Matrix* style effects aplenty, the appearance of which is equally bound to raise some interesting issues over questions of originality. We've seen similar effects a million times since the film came out, so are we really going to be impressed by them again?

**OUT:** WHEN THE MOVIE'S OUT





GameCube

Xbox

PC

PlayStation 2

Game Boy Advance

PSone

**YOUR GUIDE TO THE  
FUTURE OF GAMING  
AND BEYOND!**

**HYPER**

**AUSTRALIA'S GAMING AUTHORITY**



# REVIEWS

ATTENTION! THIS SECTION CONTAINS EVERYTHING YOU NEED TO DECIDE WHAT TO BUY, AND WHAT TO LEAVE ALONE.

## MEET THE TEAM

HELLO, WE'RE THE TEAM, AND WE'RE PLEASED TO MEET YOU, TOO.



/ DAVID WILDGOOSE EDITOR

**Game of the month:** *Pro Evolution Soccer 2*. Started again, this time Master League Extreme. It's tough when Kilbane and Vorobei are your star players.

**Fatality I'd most like to see:** Flaying. Willow-style.

**Looking forward to:** *Silent Hill 3*, especially after eliciting all that new info from the developers for our feature this month. "Too scary to play?" I certainly hope so...



/ DANIEL STAINES WRITER

**Game of the month:** *NHL 2003*. My team's in the play-offs and I've got the league's leading scorer to boot. Life is good.

**Fatality I'd most like to see:** Have they done someone's head being ripped out through their rear end yet? If not, then that one.

**Looking forward to:** *Silent Hill 3*. Even more so now that they're giving away a free soundtrack with it.



/ JOHN DEWHURST WRITER

**Game of the month:** *Ratchet & Clank*. I finished it the other day. What a sweet game!

**Fatality I'd most like to see:** Something horrendously violent probably, because of course that is what videogaming is all about.

**Looking forward to:** *Contra: Shattered Soldier*. 2D is better than 3D. Fact.



/ MARCH STEPNIK WRITER

**Game of the month:** *Star Wars: Clone Wars*. I've still got a soft spot for *Star Wars*, despite the games being rubbish.

**Fatality I'd most like to see:** It involves tweezers and a large mallet. Use your imagination.

**Looking forward to:** Finally getting round to playing through *Deus Ex: The Conspiracy*.



/ TIMOTHY C. BEST WRITER

**Game of the month:** *The Getaway*. Played for research purposes only. But it's entertaining in a "what were they thinking?" kind of way.

**Fatality I'd most like to see:** Not mine, that's for sure..

**Looking forward to:** *Robocop*. I wonder if it's ever going to be released?



/ GARY CUTLACK WRITER

**Game of the month:** *Mortal Kombat: Deadly Alliance*. It reminds me of when games were simple, uncomplicated fun. Oh the memories!

**Fatality I'd most like to see:** Sonya reaching across to tweak the tip of Sub Zero's nose. No blood, no gore, just all tweaking. How humiliating!

**Looking forward to:** *Devil May Cry 2*. Eh? You say you need a reason?



/ MIKEY FOLEY WRITER

**Game of the month:** *Pro Evolution Soccer 2*. Who's your favourite player? Best bargain buy? Write in and tell me. Personally I'd go for Cruyff and Asamoah, respectively.

**Fatality I'd most like to see:** Spontaneous combustion has always fascinated me.

**Looking forward to:** Um, *Pro Evo 3*...



/ STEVEN WILLIAMS WRITER

**Game of the month:** *Virtua Cop*. It's a poor month when a two year old Dreamcast port stands out.

**Fatality I'd most like to see:** George Bush's. (*How very controversial - Ed.*)

**Looking forward to:** *Devil May Cry 2*. Dante is my hero. And I'm still waiting...

## THE SCORING SYSTEM

### PSW RATINGS

THE PSW SCORING SYSTEM IS DESIGNED TO MAKE ALL YOUR GAMES PURCHASING DECISIONS SIMPLE. HERE'S HOW TO TRANSLATE THOSE NUMBERS INTO DEFINITIVE ADJECTIVES.

10/10	ESSENTIAL
9/10	BRILLIANT
8/10	GREAT
7/10	GOOD
6/10	DECENT
5/10	AVERAGE
4/10	POOR
3/10	BAD
2/10	BLOODY RUBBISH
1/10	AVOID AT ALL COSTS



### PSW GAME OF THE MONTH

The Game of the Month Award is precisely what it says, the title that in PSW's opinion is the essential purchase of the month. In the event of multiple games receiving the same score, we simply pick the one we think is the must-have option if you can only afford one game a month. Go and buy it now. Run!



### PSW MUST BUY

Typically awarded to games that score 8/10 or above, representing one of the best in its genre. So if you're a fan of this particular type of game, then you'll be more than happy with this purchase. Simply, if you like this type of game, you 'must buy'. Clever eh?

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# REVIEW

MORTAL KOMBAT: DEADLY ALLIANCE



SWISH! You've got to learn to take knocks like these on the chin.



PHIZZ! SubZero gives Shangtsung the cold shoulder.



BOOF! Reeling, Scorpion accidentally stabs himself in the head.

# MORTAL KOMBAT: DEADLY ALLIANCE



TYPE	FIGHTING
PLAYERS	1-2
OUT	NOW
DISTRIBUTOR	ACCLAIM
PRICE	\$99.95
DEVELOPER	MIDWAY

RAYDEN, SUB ZERO AND, ER... THE OTHER ONES ARE BACK! AND THIS TIME THEY'VE MANAGED TO BRING A DECENT GAME WITH THEM.

**MORTAL KOMBAT: DEADLY ALLIANCE** (hereafter referred to as *MK:DA*) is hands down the best *Mortal Kombat* game that has ever been made. All the other *Mortal Kombat* games have been crap of course, but *MK:DA* still manages to be an accessible and deeply engaging 3D fighter even without the aid of a flattering comparison to its inferior predecessors. It is fast without being frantic, complex without being complicated and silly without being stupid. It is in every sense of the term a mature combat experience. And it's a *Mortal Kombat* game! If I weren't too lazy to get out of my chair, I'd be half tempted to go to the window and make sure that there aren't any flying pigs buzzing about my TV antenna.

But seriously, this newfound maturity is precisely what sets *MK:DA* apart from its predecessors as a game that is both instantly accessible and beguilingly complex. At long last involved combat has taken precedence over buckets of gratuitous gore and fights have become so much more than a tedious precursor to the bloody spectacle of a successfully executed Fatality. The gore and the Fatalities are still there, of course, but they're secondary to the stances, combos and special moves that constitute *MK:DA*'s finely tuned fight mechanics.

Everything about the combat in this game just feels so expertly balanced, like the development

team at Midway spent an inordinately long amount of time delicately weaving every individual thread into their elaborate and impressive gameplay web. Every fighter, for example, has three 'style' stances that they can go into at any time throughout the course of a given conflict and each of these stances affords certain advantages and disadvantages particular to the individual combatant. The trick to success, then, is adopting a stance that counters your opponent's or allows you to exploit a weakness inherent in their chosen style. So, if Character A decides to adopt a close-range wrestling stance, then Character B would do well to employ his weapons (each characters has their own particular melee weapon) to keep Character A at bay while not having to worry about the defensive penalty usually associated with a weapon stance. Once one becomes familiarised with these kinds of advantages and disadvantages, combat becomes quite tactical and the game itself becomes deeper and more involving as a result.

Having said that however, it should be noted that the fights in *MK:DA* don't take the form of ponderously long exercises in the art of hand-to-hand combat. They are, in fact, very goddamn fast. This is because the game's fluid combo system, which is actually the first combo system this particular writer could use without swearing loudly at his joypad, necessitates encounters full of lightning quick exchanges punctuated by short intervals of tense respite. Strings of uninterrupted blows are always necessary for

victory against a skilled opponent, but trying to simply beat an enemy senseless without pause for thought will not suffice and usually results in swift and punishing retribution.

Similarly, special moves are powerful but dangerous as their use often leaves one temporarily defenseless. Cyrax's wicked little buzzsaw attack is extremely brutal should it connect, but possibly disastrous if unsuccessfully executed. These are the kinds of concerns one has to take into account at all times while playing *MK:DA* and this is why it is such a remarkably tense yet fluidly fun game to play. Two-player versus games in particular are a joy, as the elation of pulling off a risky special move to great success is magnified when said special move has been performed at the expense of an irate friend or



POSEUR Cyrax slipped when applying his mascara.





relative. Just ask John Dewhurst. I'm sure he'll be more than happy to tell you all about it once he's done mourning his recent string of humiliating defeats, won't you John?

Aside from the fact that it's actually quite good fun to play, one of the things we found most surprising about this iteration of *Mortal Kombat* is the fact that, barring a few notable exceptions, pretty much every character in the game is both stylistically interesting and practically useful to play. Sure they're all manifestations of standard fighting game clichés, but they're presented in such a way as to make them appealing precisely because of their stereotypical nature. There's the tough black guy with a ghetto attitude, there's the scary bad guy who looks like death warmed over and there's a bevy of skimpily dressed babes with tits the size of bowling balls. There's a mysterious ninja, a blind swordsman and a wise old man with a bamboo cane. There's every character you would expect from a modern fighting game and every single one of them is perfect at being the comfortable cliché you'd expect them to be.

/ LIGHTNING QUICK EXCHANGES PUNCTUATED BY SHORT INTERVALS OF TENSE RESPITE /

## FINISH HIM!

### A PICTORIAL HISTORY OF MORTAL KOMBAT FATALITIES

*Mortal Kombat's* gruesome fatality moves have always been a major drawcard for the series and are arguably the only things that really make it stand out from the hordes of other fighters out there. Here we see the fatalities of ice ninja Sub-Zero and how they have progressed technically and 'artistically' with each successive iteration of the franchise:



In the original *MK*, Sub-Zero would finish his opponents by sliding his hand under their chin and deftly tearing off their head with spinal column still attached. This fatality gets full marks for its masterful combination of simplicity and style.



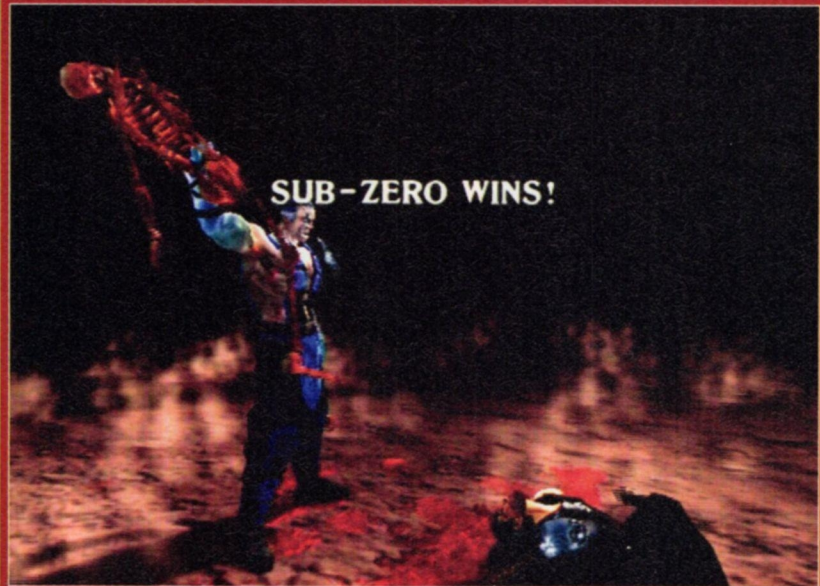
Despite repeatedly reading various FAQs, we were incapable of performing any of Sub-Zero's fatalities in *MK2*. So instead, here's a picture of the much easier to perform 'pit fatality'. Note the splattering of blood for full impact effect.



Arguably the pinnacle of Sub-Zero's fatalities, this particular death-move from *MK3* sees our hero freeze his opponents and then neatly break them in two above his head. Note Sub-Zero's new 'no-mask' look.



The jump to 3D in *MK4* surprisingly did little to improve of the fatalities. Here we see Sub-Zero freezing Johnny Cage in anticipation of breaking him in half where he stands. Ho-hum, seen it all before.



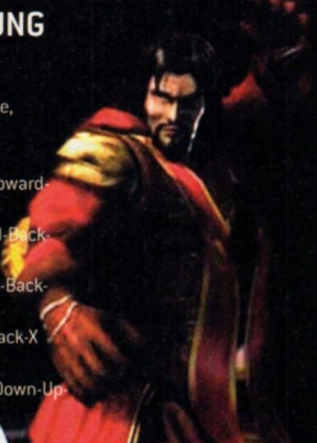
In *MK:DA*, Sub-Zero plunges his hand into his opponent's back and – after a few good tugs – rips their entire skeleton away from its fleshy housing. He then holds it aloft in childlike glee for everyone to see. How adorable.



## CHARACTERS, MOVES AND FATALITIES

### SHANG TSUNG

Status: Sorcerer  
Alignment: Evil  
Styles: Snake, Crane, Straight Sword  
Special Moves:  
3D Fire (1): Back-Toward-Square  
3D Fire (2): Toward-Back-Square  
Straight Fire: Down-Back-Square  
Soul Steal: Down-Back-X  
Fatality:  
Soul Smasher: Up-Down-Up-Down-Triangle



### BO RAI CHO

Status: Trainer  
Alignment: Good  
Styles: Drunken Fist, Mi Jong, Jojutsu  
Special Moves:  
Puke Puddle: Back-Toward-Triangle  
Flip-Flop: Down-Back-Square  
Ground Stomp: Toward-Back-X  
Belly Bash: Toward-Back-Circle  
Fatality:  
Brutal Belly Flop: Back-Back-Down-Circle



### QUAN CHI

Status: Sorcerer  
Alignment: Evil  
Styles: Tang Soo Doo, Escrima, Broadwords  
Special Moves:  
Skull Fireball: Down-Back-Square  
Rising Star: Back-Down-Circle  
Fatality:  
Stretch Neck: Back-Back-Toward-Back-X



### LI MEI

Status: Student  
Alignment: Good  
Styles: Bajji Quan, Lui He Ba Fa, Sais  
Special Moves:  
Flying Fists: Toward-Toward-Triangle  
Kartwheel: Down-Back-Circle  
Klock Kick: Toward-Back-X  
Sparkler: Down-Back-Square  
Fatality:  
Just For Kicks: Toward-Toward-Down-Back-Circle



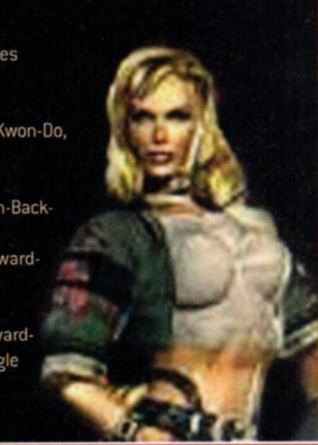
### SCORPION

Status: Ninja Spectre  
Alignment: Neutral  
Styles: Hapkido, Pi Gua, Ninja Sword  
Special Moves:  
Spear: Back-Toward-Square  
Hellfire: Down-Back-Triangle  
Backflip Kick: Toward-Back-X  
Fatality:  
Heading My Way: Back-Back-Down-Back-Circle



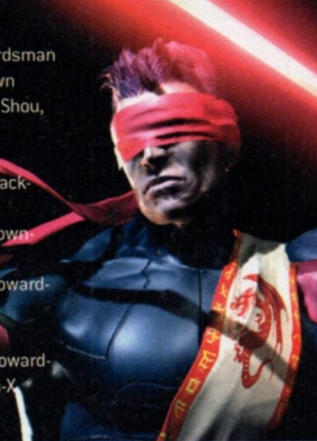
### SONYA

Status: Special Forces Operative  
Alignment: Good  
Styles: Kenpo, Tae-Kwon-Do, Kali Sticks  
Special Moves:  
Kiss of Death: Down-Back-Square  
Fly Kick: Toward-Toward-Circle  
Fatality:  
Kiss-Kiss: Back-Toward-Toward-Down-Triangle



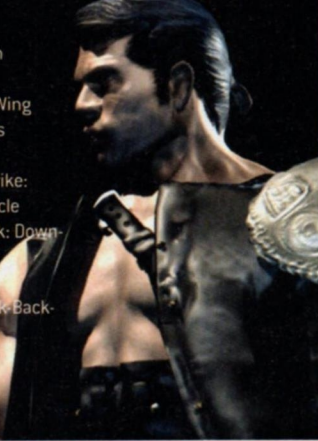
### KENSHI:

Status: Rogue Swordsman  
Alignment: Unknown  
Styles: Tai Chi, San Shou, Katana  
Special Moves:  
Telekinetic Slam: Back-Down-Back-Square  
Telekinetic Toss: Down-Back-Circle  
Telekinetic Push: Toward-Toward-Triangle  
Fatality:  
Telekinetic Twist: Toward-Back-Toward-Down-X



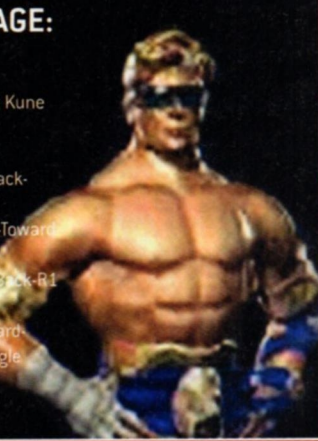
### MOVADO

Status: Red Dragon  
Alignment: Evil  
Styles: Long Fist, Wing Chun, Hook Swords  
Special Moves:  
Grappling Hook Strike: Toward-Toward-Circle  
Change Sides Hook: Down-Up-Triangle  
Fatality:  
Bloody Boots: Back-Back-Up-Up-Square



### JOHNNY CAGE:

Status: Movie Star  
Alignment: Good  
Styles: Karate, Jeet Kune Do, Nunchakus  
Special Moves:  
Force Ball: Down-Back-Square  
Shadow Kick: Back-Toward-Circle  
Johnny Uppercut: Back-R1  
Fatality:  
Brainiac: Back-Toward-Toward-Down-Triangle



### SUB-ZERO

Status: Grand Master  
Alignment: Good  
Styles: Shotokan, Dragon Kori Blade  
Special Moves:  
Freeze: Down-Toward-Square  
Ice-Shaker: Back-Down-Triangle  
Cold Shoulder: Back-Toward-Circle  
Fatality:  
Skeleton Surprise: Back-Toward-Toward-Down-X



### KANO

Status: Mercenary  
Alignment: Evil  
Styles: Xing Yi, Aikido, Butterfly Knives  
Special Moves:  
Cannonball: Back-Toward-Square  
Laser Eye: Toward-Toward-Triangle  
Fatality:  
Open Heart Surgery: Up-Up-Down-Square



### KUNG LAO

Status: Shaolin Monk  
Alignment: Good  
Styles: Shaolin Fist, Mantis, Broadsword  
Special Moves:  
Hat-Throw: Back-Toward-Square  
Whirlwind Kicks: Down-Back-Circle  
Fatality:  
Hats Off: Down-Up-Back-X







**EXTERNAL BLEEDING** Let me apply some pressure to stop that for you.



**KNEECAPPED** Some much claret for such a minor wound.



**SPLAT!** You'd hate to get that dust inside an open wound.



**BLEURGH!** Mind you don't step in the green vomit.



**SNAKE ENVY PART 2** And if you thought THAT was big... etc.



**DEEP THROAT** Why's he punching with such a cool sword on his back?

Of course, not all the characters in the game are available for selection straight away. Some combatants, arenas and other assorted neat stuff may only be accessed by unlocking them using *MK:DA*'s 'kurrency' reward system. The way it works, basically, is that completing specific tasks during the course of play earns one a variety of 'koins' that may later be redeemed at the 'krypt' to unlock extra 'kontent'. Though it's rather unoriginal, this system works quite successfully and gives fighting some purpose outside of simple victory. It is, after all, sometimes nice to strive for a goal that doesn't exclusively focus on the brutal beating of yet another shirtless man with burly biceps.

And that's where we come to a sticking point. For while *MK:DA* is indeed an excellent example of its

particular genre, it can be accused of being overly repetitious and tedious after a few hours of continued play. Whether or not this is a fault endemic to 3D fighters generally is debatable, but the fact remains that it is hard to envision anyone playing this game regularly for more than a month without getting tired of it. The combat's admirably deep, sure, but not quite deep enough to make play dynamic enough to warrant any kind of long-term commitment on behalf of the player. That is, of course, assuming that you're not anal enough to want to unlock every last one of the 600 or so krypt extras available. If that's the case, then *MK:DA* will likely last you at least a good four or five months. But yes, you would want to be a bit of an obsessive to seriously undertake that kind of endeavour.

Another flaw that warrants a brief mention

before we bring this review to a close is the control interface. For the most part the controls are quite intuitive and comfortable, but there are times when they seem to be a little less responsive than they could be and this has irritating consequences for a game that relies so heavily on long strings of rapidly executed combination attacks. It's not a dire problem or anything, but you know – it's there and it can be a bit annoying.

Much to the surprise of pretty much everyone at the PSW office, *MK:DA* is an excellent fighter and definitely one of the better examples of the genre we've seen released within the last year or so. This is an *Mortal Kombat* game and it's actually worth playing. Huh. Will wonders never cease?



**BLIND MAN'S BLUFF** He compensates by having a great sense of taste.

## PSW

UPPERS	DOWNERS
- Engaging combat	- A tad repetitious
- Excellent fun in two player	- Controls unresponsive
- Loads of extra content	- Limited long-term appeal
- Newfound maturity	- Overuse of the letter 'k'
<b>GRAPHICS</b> - Excellent. Exactly what you'd expect	<b>9</b>
<b>SOUND</b> - Standard sound-effects and bland music	<b>7</b>
<b>LIFESPAN</b> - A 9 if you want to unlock everything.	<b>7</b>

**OVERALL SCORE**  
*MK:DA* is an excellent 3D fighter and the absolute pinnacle of the *Mortal Kombat* series thus far. 3D fighter fans tired of *Tekken* and *VF4* should definitely give this baby a whirl.

**8**





CLOWN WARS Close your eyes and fire.



SLOW BURN It looks great, but you can expect the odd chug.



PLAY IT COOL Luckily the air vehicles are very easy to control.



FADING STAR Is there any mileage left in Stars Wars software?

# STAR WARS THE CLONE WARS

WILL THE FORCE EVER BE STRONG AGAIN ON PS2?

TYPE	SHOOTER
PLAYERS	1-2
OUT	NOW
PUBLISHER	ELECTRONIC ARTS
PRICE	\$99.95
DEVELOPER	LUCASARTS
SEE IT ON DVD	
/ Average Star Wars shocker! / Nice visuals to enjoy / But watch the duff action! / Film fans will love it anyway	

## THERE WAS A TIME WHEN

George Lucas could do no wrong. His films captured the imagination of an entire generation, his

terminology filtered its way into the everyday language of millions worldwide, and his games division consistently turned out quality products to the envy of rival developers. That was all before the ill-fated day when he decided to return to a galaxy far, far away.

*The Phantom Menace* proved to be more of a menace than Mr Lucas had ever anticipated. The film and its sequel unsurprisingly didn't live up to expectations and failed to capture the imagination of newer generations, while the games have fared even worse. The PS2 has been starved of a damn fine *Star Wars* game for far too long, and sadly the drought doesn't end here.

*The Clone Wars* focuses on the period towards the end of *Episode II* when Count Dooku's plans have been discovered and the Clone Army is called into action for the first time. With Anakin, Obi Wan and Padme trapped inside Dooku's arena, your first task is to aid their escape by clearing the way for a Jedi landing party.

Initially it's all pleasantly familiar with the first three missions based on events from the film. However, once you've neutralised the threat on Geonosis, the locations become far less familiar, with the movie's plot and setting not playing much of a role. Not that this will detract from the enjoyment that fans of the film will have, as this is all about laser-spitting, frenzied action.

The majority of the game is spent piloting a craft through a barrage of hostile fire from a variety of enemy vehicles. Some of them

featured in *Episode II* but quite a few have been created purely for this game. It's a minor point but for fans of the film these unfamiliar craft can spoil the illusion somewhat. Not that you'll be able to stare at them for very long as you frantically try to disintegrate them before they pummel you into a charred grave.

There isn't much depth to this game. If it's within your sights and it doesn't look friendly then blast it, simple as that. Different missions are packaged as escort objectives or defensive operations, but in reality it just means shooting at everything until your objectives are met.

## HAIR TRIGGER

An autonomous cross hair locks onto anything hostile, enabling you to pick off foes with ease. Only in particularly busy battles will it flick irritatingly from one target to another, generally just as you're about to unleash a barrage of laser death. You can also manually bring up an aiming reticle in certain vehicles to pick off targets from a distance with deadly accuracy.

Despite their visual differences, each craft handles very similarly. The flying ships are just as simple to get to grips with as their ground-based brethren. Controls have been kept to an uncomplicated minimum so that all the player has to concentrate on is steering in the direction of trouble and picking a fight. And that's pretty much all you have to focus on.



SMOKY DODGIN'-SOME Move fast to avoid the tears of a clone.



ROCKET SCIENCE Shoot at the round thing with your long thing.





**WARNING** Don't be fooled into thinking it's as good as it looks. We're just ace at taking screenshots.



**BORE WAR** Clone Wars repeats like a bad curry.



**FEEL THE FARCE** Still, at least it's better than Bounty Hunter.



**FOOT SOLDIER** Battling the clones is a trial.

There is absolutely no subtlety or stealth to this game. Backing off to take a more circumspect approach and conserving energy will simply leave the path open for your enemies to triumph. Gaming doesn't get more mindless than this, with progress a simple matter of blasting things as quickly as possible while trying not to get hit through judicious use of the strafe buttons.

#### THAT THING WHERE IT'S THE SAME

The only brainwork required is in remembering exactly where certain enemies attacked, if you find yourself dying and having to replay a level again. The entire game follows a rigid path that sees scripted events happening in the same location every time you play. As the difficulty increases, your progress becomes a repetitive matter of trial and error. Get as far as you can, then remember where events occurred and prepare for them next time.

Still, there's always the on-foot sections to break things up and inject a little variety. Nice theory, if only these segments were actually worth looking forward to. Control of your character is incredibly imprecise, leaving you feeling like you're steering C3PO around the level rather than a supremely agile Jedi Knight. Admittedly, being able to throw

your lightsaber at onrushing hordes and using your force ability to move items around is quite enjoyable. It's just a shame that these on-foot moments feel so clumsy, coming across like something of an afterthought chucked in at the last minute.

Coming just a month after the hugely disappointing *Bounty Hunter*, the good news is that this game is nowhere near as irritating. The bad news is that it's equally as unfulfilling. *The Clone Wars* does everything it sets out to do which isn't very much at all. The constant shooting is so mindless you're never sucked into the game or even care why you're out there.

/ MIKEY FOLEY

#### VERDICT

**PSW**

##### UPPERS

- Frantic pace
- Lots going on
- Simple controls
- Nice sound effects

##### DOWNERS

- No four-player mode
- On foot sections
- Lacks depth
- Samey missions

**GRAPHICS** - Impressive when there's plenty of action

7

**SOUND** - Atmospheric thanks to the movie sounds

7

**LIFESPAN** - Only the hardest setting provides a challenge

6

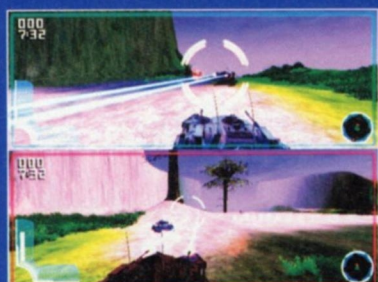
#### OVERALL SCORE

*Clone Wars* is a fairly decent shoot 'em up, but another hugely disappointing use of the *Star Wars* licence. You've got to really love the films to get much out of this.

**6**

## FORCE IT HOME

RAM A PROJECTILE UP YOUR MATE'S REAR IN CLONE WARS' MULTI-PLAYER MODE.



#### DUEL

Your basic deathmatch. But with only two players it gets tedious very quickly. No strategy. No skill. No fun.

3/10



#### CONTROL ZONE

Stay in the control zone for as long as possible to rack up the points. Similar to capture the flag and quite amusing.

6/10



#### CONQUEST

The deepest and most strategic game of the lot. Control turrets to build additional units then attack your rival's base.

7/10



#### JEDI ACADEMY

Players fight on the same side against waves of enemies. The last man or vehicle standing wins the game. Great fun.

8/10





# BMX XXX

THE EXTREME SPORTS GAME SO EXTREME THAT DAVE MIRRA'S MOVED HIS BRANDING TO ANOTHER TITLE ENTIRELY...

TYPE	BMX
PLAYERS	1-2
OUT	NOW
PUBLISHER	ACCLAIM
PRICE	\$99.95
DEVELOPER	Z-AXIS
SEE IT ON DVD	
/ Prostitutes! / Strippers! / Swear words! / Controversy!	

## THIS GAME IS BOUND TO BE

controversial, and that's clearly the intention. While at heart it's a BMX title much like its *Dave Mirra*

predecessors, the game most often mentioned in comparison is *Grand Theft Auto 3*. This is due to the prostitutes, violence and general rudery *BMX XXX* brings to the mix, because otherwise it's totally different. In *GTA* you play a criminal; here, you're just a streetwise kid on a bicycle, turning tricks (no, not like that) for reward. Unlike its real competitors, such as *Mat Hoffman's Pro BMX 2* and the *Tony Hawk* series, however, the environment you're doing it all in actually sounds like the street rather than just looking like it. A pretty bad street, admittedly, as it's all as over the top as you might expect from an extreme sports title.

Much like Hawk's latest, your time in each level itself is (potentially) unlimited, with objectives handed out by other riders and pedestrians. These are frequently timed and can be retried any number of times without penalty, which at least cuts out repeated reloads. Why is your time only

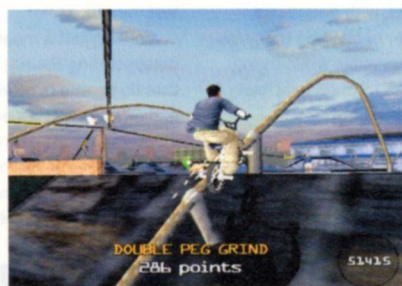
'potentially' unlimited? Because, curiously, you have a health bar. Each bail saps a bit of your energy, and once you run out you're dumped unceremoniously to the menu screen.

## WATCH YOUR LANGUAGE

Fortunately this takes some doing, but it still adds spice to proceedings, especially if the clock's running low. What may sap your own energy are the crashes themselves: occasionally they're funny, but mostly they're just embarrassing. The bendy-limbed physics of old remain, but it rarely looks right and body parts frequently disappear through supposedly solid objects. Still, you'll probably be too busy trying to work out what you think of all the swearing to really notice.

Dave Mirra obviously worked out what he thought, and bailed on the whole thing, hence the shortened title. Acclaim's *BMX-ing* splits down two paths from here on, with the *XXX* game going its own way and Mirra returning with a separate sequel – cunningly named *Dave Mirra BMX 3* – in the not too distant future. The age group this is aimed at is unlikely to be offended by the language used, of course (in fact, they'll be titillated by it), but for more mature gamers it could come as a rather unimpressive surprise. It grates after a while, as beyond the 'shocking' language there's little said of interest: but then again, this isn't supposed to be finely crafted story telling.

And your tasks are frequently as ribald – there's a word we never thought we'd use – as the



X-TREMELY GOOD *BMX-ers* wouldn't give a XXX for anything else.



PLENTY OF HOSE In the gangsta sense of the word.



CHEEKY STUNTS The graphics on certain moves disappoint.



NICE TATS In one mission you have to give backies to hookers.



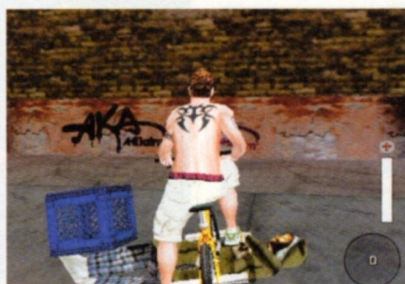
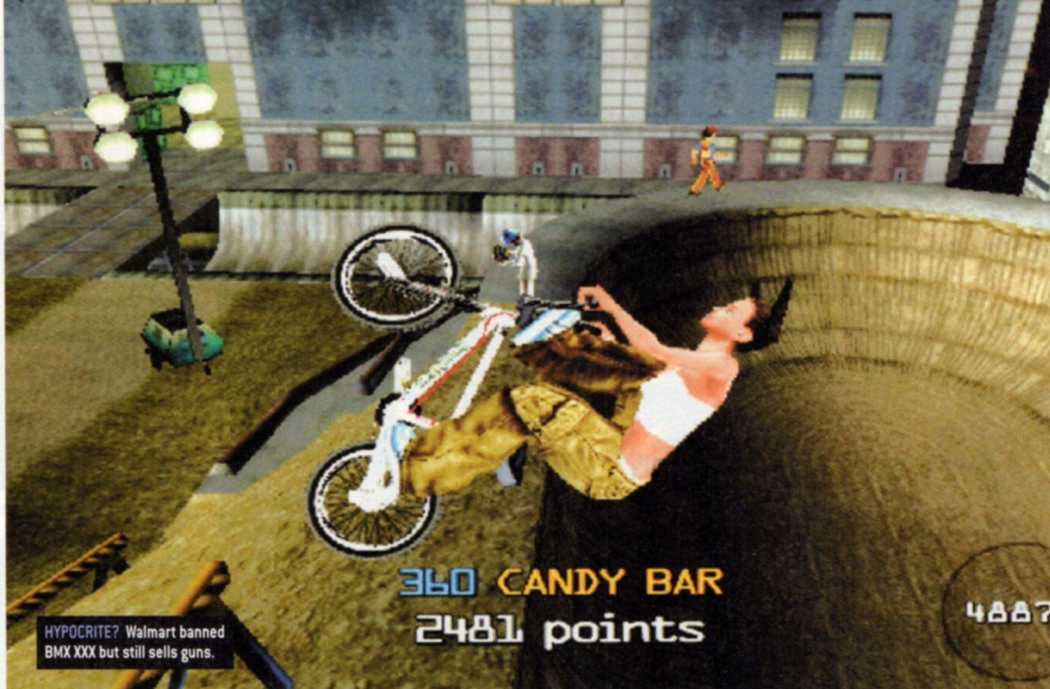


## THAT'LL HELP

### BMX XXX IS ALREADY GETTING INTO TROUBLE IN THE US OF A.

/ As the hype ramps up on the run to its American release, at least three major stores have refused point blank to stock *BMX XXX*. Wal Mart, Toys R Us and KB Toys all decided the depiction of prostitutes, bad language, full nudity and other bits of rudery make the game unsuitable for their family audiences, despite it being marked with a 'Mature' rating that signals the game's content.

Acclaim, however, insists the game is actually meant to be a tongue-in-cheek spoof, in the way *Austin Powers* is, but that seems to be stretching the truth even to those of us who usually lap up such ironic claims. Constant references by Acclaim to *Grand Theft Auto 3* also smack of a deliberate attempt to create a similar – and similarly successful – press furore around the game. A bad reputation would hardly hurt sales, and this is the company that offered people money if they called their babies Turok...



MIRRA MIRRA ON THE WALL Who's the best biker of them all?



VIN DIESEL POWER No, not the extreme sport-themed XXX.

language they're given to you in. For instance in the very first level, set in New York, you must help a man beset by dogshit. He's wandering around the park with a leaf blower, and the risks he faces are obvious. So to help him you must get the pink poodle from the pimp on the next block, returning with it clinging to your stunt nuts. The dog will then gleefully screw the pooch that's messing up the man's park, keeping it busy long enough for the man to blow it all clean. And don't worry – no double entendre is left unturned. Another mission requires you to backie five prostitutes to a hotel as quickly as possible, as there's a bit of a run on. Guess a party of evangelists just got into town... Keep playing to find more absurd and risqué challenges. You'll either love it or hate it.

Even more contentious is the inclusion of Scores, a real life New York strip club. Computer generated strippers would just be embarrassing, so developer Z-Axis has gone straight to the source and made videos of the club's girls. Nice work if you can get it. Of course, you have to pay for the pleasure of seeing the flesh, and collected coins can be used to bribe the doorman into letting you in. The films start off pretty tame, but soon pick up to include – amazingly – bare tits and ass. This will undoubtedly be the most contentious of the game's features (which we imagine was quite intentional). After all, it's a tenuous link between BMXing and naked ladies, other than them both being nice to ride, perhaps... sorry. Still, Acclaim seems unconcerned about such things, and there's

no denying these women are lovely. They seem very friendly too. If you feel such things might offend you, don't buy it. Or buy it and then complain to your local MP. It's a free country. Do what you want. See if we care.

#### STRIP OFF FOR A THREESOME

Should you want your friends to join in with all the hilarious naughtiness, there are three multiplayer modes. Skillz is the most conventional, where the two of you compete to take the highest score and win. Paintball is more unusual – one of you must collect items across the level while the other tries to home in with a sniper scope. This is perhaps one area where Z-Axis has wimped out, as it has the distinct feel of having been softened after the fact. The scope looks like any other game's sniper target, and the name and bizarre smoke trails seem at odds with it. And then there's Strip Challenge...the idea here is to score bigger and better combos, and with each triumph your opponent loses an item of clothing. Good for the shock factor, of course, but a gimmick. Quite an amusing gimmick. Much like the game as a whole.

/ LEE NUTTER

/ THE FILM STARTS OFF PRETTY TAME BUT SOON PICKS UP TO INCLUDE BARE TITS AND ASS/



#### VERDICT

PSW

##### UPPERS

- Very large levels
- Naked women
- Create a skater
- Tons of challenges

##### DOWNERS

- Crashes look stupid
- Not as funny as it thinks it is
- Can be a bit nasty looking
- Not as polished as *Hawk*

GRAPHICS - Decent, but sometimes look a bit simple

7

SOUND - Licensed tracks from various big-name bands

8

LIFESPAN - Big levels, loads of challenges

8

##### OVERALL SCORE

*BMX XXX* provides all the tricks and challenges you want from an extreme sports game, and wraps them up in salacious finery. However, some might find it gratuitous.

8





**SNEAK POINT** Blue crystals mark stealth sequences.



**ANYBODY HERE?** The evil raccoon stench of Sly always went down a storm at the nightclub.



**GREAT ESCAPE** Reveal yourself and you'll be fried with lasers.



**CAPTAIN HOOK** Sly was caught by the mysterious levitating pirate.



**SLY SAILOR** Ropes offer the perfect opportunity for Tarzan impressions, and make good hiding places.

# SLY RACCOON

HE'S SNEAKY, HAIRY AND A BIT SMELLY BUT SO STEALTHY THAT YOU WON'T EVEN NOTICE.

TYPE	PLATFORMER
PLAYERS	1
OUT	NOW
PUBLISHER	SONY
PRICE	\$99.95
DEVELOPER	SUCKER PUNCH
SEE IT ON DVD	
<ul style="list-style-type: none"> <li>/ Sly avoiding searchlights</li> <li>/ Lava-filled levels</li> <li>/ Sly using binoculars</li> <li>/ A helpful turtle</li> </ul>	

## WELCOME ONCE AGAIN TO THE

simplistic yet colourful land of cel-shading. You can use it for anything and it's dead easy. You don't even have to add much detail or spend hours designing levels. It does the hard work, so the developer doesn't have to.

Thank goodness, then, that the only bit of *Sly Raccoon* to be cel-shaded is the characters themselves. The huge levels look gorgeous and are so stylish, you wouldn't be offended if Sly and friends were part of Saturday morning TV.

Sly himself is a seasoned criminal, nicking anything he thinks might be of use. His thieving antics allow him to perform wall-shuffling Solid Snake impressions. Like Snake, Sly also has a pair of long range binoculars to spot danger. Although *Sly Raccoon* is a traditional platform game at heart, half of each level is spent avoiding enemies. Once spotted, alarms bells ring, enemies go mental and searchlights turn into bum-burning lasers. The

stealth scenes are tense and cleverly done, but for every nail-biting creep-athon, there's a monotonous lava-jumping scene similar to which you've seen a hundred times before. The best platformers always offer a good range of weapons and gadgets but Sly has a small and unremarkable selection. Your main weapon is a stick, for example, and although stealth is an important part of the game, combat disappointingly consists of repeatedly clubbing an enemy to death. We expect a little more from our platformers than this.

The fact of the matter is that we simply can't stomach another carbon copy kiddie platformer that rehashes the same tired old ideas. The double helping of stealth and cel-shading might seem appealing, but everything in *Sly Raccoon* is very familiar. Just a basic knowledge of gaming will allow you to breeze through levels with ease, heightening the feeling that you're probably a bit too old to be playing this game. Unless you're about 12 years old, of course, in which case Sly's

simplistic and familiar gameplay might just do the trick. But we're not, so it doesn't.

After the initial hope that *Sly raccoon* would rip up the platform rule book and perhaps add some cel-shaded innovations, it's hard to hide our disappointment. But as a platformer aimed at novices who haven't reached high school, it's ideal and offers a pain-free introduction to coin-collecting capers. You could wish for more ideas, level designs that you haven't seen before or a game that will last longer than just a week, but that was never the plan. The game should carry a Fisher Price sticker reading 'My First Platformer'. Pretty enough to make heads turn and provide a week's entertainment, *Sly Raccoon* is fun but will leave you lusting for more complex platform heroes.

/ RICHARD MELVILLE



**DOWN BOY!** Sly found it hard to attract females as a smelly thief.



**PASSPORT, SIR?** Sly thought the Euro Tunnel was a bad idea.

## VERDICT

PSW

### UPPERS

- Beautiful visuals
- Polished presentation
- Good stealth scenes
- Credible voice acting

### DOWNERS

- Lack of new ideas
- Far too easy
- Jokes that make you cringe
- A patronising turtle

**GRAPHICS** - As colourful and polished as Cat Deely **8**

**SOUND** - Suitable but generic soundtrack **7**

**LIFESPAN** - So easy, you'll be done in a few days **6**

### OVERALL SCORE

*Sly Raccoon* lures you in with it's striking visuals and stealth/platforming action, but doesn't offer anything that we haven't seen elsewhere countless time before.

**6**





**PRISTINE AQUILA** It moves smoothly and generally looks good.

# BATTLE ENGINE AQUILA

SIZE IS EVERYTHING WHEN YOU'RE 50 FEET TALL AND YOUR GUN'S ON SHOW.

TYPE	SHOOTING
PLAYERS	1-2
OUT	NOW
PUBLISHER	INFOGRAMES
PRICE	\$99.95
DEVELOPER	LOST TOYS
SEE IT ON DVD	
/ Ground based destruction	
/ Air to air combat	
/ Stomping robotic mayhem	

**GUNGRIFFON BLAZE IS STILL ONE** the best robot shooting games on PS2 despite its shocking brevity, so it's no bad thing that *Battle Engine Aquila* feels comfortably similar while laughing in the face of *Gungriffon*'s pathetic stamina. *BEA*'s long term challenge will have you pressing all the right buttons and yanking your stick far longer than *Gungriffon*'s premature climax.

Rather than simply throw a series of progressively more difficult missions at you, *BEA* ties everything together with a futuristic tale of love, betrayal and innocent fumbblings behind the

hoverbike shed. Just kidding. It's yet another saga featuring the ubiquitous rebels involved in a dastardly invasion. This is where you come in. In a bout of compulsory civilian recruitment you're plucked from obscurity because you conveniently have the necessary talents to pilot the technical marvel that is a Battle Engine and fend off the invading hordes.

The titular Battle Engine is a nifty piece of kit that can spew rocket-powered death on terra firma and in the air. Ground movement is silky smooth with superbly tight, responsive controls making navigation, aiming and gleeful blasting effortlessly straightforward. Weapon switching can be achieved in an instant as can your transformation into a deadly predator of the skies.

Conflicts are usually a balanced mix of ground-based assaults and air combat. While the stomping action is frantically thrilling, flying isn't quite as entertaining. Your Battle Engine loses power rapidly while flying and control feels a bit cumbersome, especially when trying to land on a specific target and then overshooting your mark for the millionth time to drown in the sea.

Skirmishes are

astoundingly busy and played out on a huge scale. Explosions erupt from every direction, hundreds of craft descend from the skies and tanks, soldiers and toolled up buildings rip chunks out of each other as far as the eye can see. The level of detail, teeming activity and unflinching smoothness constantly impress.

Unfortunately this rampant chaos results in missions that feel very samey as the game evolves with objectives that lack focus. Even though you're accompanied by fellow fighters you have no control over them leaving you feeling like a small, confused part of the war effort. Sometimes your goal will be reached unexpectedly as one of your allies takes the vital kill. It's slightly annoying that success can be achieved by simply staying alive long enough rather than having to go for that winning blow.

Despite this vagueness *Battle Engine Aquila* is still a worthy addition to the PS2's roster of quality robot shooting games. The plot might be clichéd and amateurish with ropery story scenes but the action is never less than relentlessly gripping. With super slick controls and silky responsiveness all the player has to worry about are the waves of targets dropping out of the skies.

/ MIKEY FOLEY

## VERDICT

PSW

### UPPERS

- Impressive detail
- Extremely smooth
- Concise controls
- Thumping weaponry

### DOWNERS

- Samey missions
- Almost too chaotic at times
- Unengaging story
- Stupid name

GRAPHICS - Impressive levels of rampant on-screen action

8

SOUND - Decent voice acting and battlefield sounds

7

LIFESPAN - Numerous levels and bonuses to unlock

8

### OVERALL SCORE

A delightfully destructive robotic shooting romp only let down by a lack of mission variety and the feeling that success isn't always solely down to your actions.

7



# REVIEW

VIRTUA COP: ELITE EDITION / DEFENDER



LOSING SIGHT Rebirth became the Elite Edition. Dunno why...



DOUBLE-BARRELLED Triple-scoring... it's all so, so good.



## VIRTUA COP ELITE EDITION



TWO SEGA CLASSICS GET DUSTED DOWN AND SPRUCED UP FOR A UNGRATEFUL YOUTHS TO IGNORE IN FAVOUR OF VICE CITY. SOME THINGS JUST AREN'T FAIR.

TYPE	SHOOTER
PLAYERS	1-2
OUT	NOW
PUBLISHER	ACCLAIM
PRICE	\$69.95
DEVELOPER	SEGA
SEE IT ON DVD	
/ Far from next-gen visuals / Far from next-gen gameplay / But kids, this is pure fun!	

### NOW THIS IS A GAME WE COULD

review without playing, seeing as we've been playing it without reviewing it on various formats for the last seven years. All we'd need to do is load it up for a bit to check what new options there are, such as our complete knowledge of *Virtua Cop 1* and *2*. We already know where every enemy is going to appear, we know the cheesy lines of dialogue the bosses come out with, and we've long since memorised the level select music and are often caught humming it to ourselves.

The only unusual thing about *Virtua Cop Elite Edition* is that it appears to be running on a PlayStation 2. How peculiar. Acclaim, which brought us such Sega classics as *Crazy Taxi* and *er, 18-Wheeler* and, *er, Zombie Revenge*, has done the

timewarp to roll out another couple of Sega's back catalogue greats with this and *Virtua Tennis 2*. But unlike the rest of the Acclaim/Sega releases, the two *Virtua Cops* – which first appeared many years ago on Sega's long-forgotten Saturn console – have been enhanced for PlayStation 2.

Well, we say enhanced, really they've just been coloured in a bit better and had slightly more detail included, as the way this two-for-one package looks is very mid-to-late 90s in its square-manned angular-ness. But – and here comes the cliché – it's how they play that makes this a game any self-respecting PS2 owner should possess. *Virtua Cop 1* is a living legend. *Virtua Cop 2* is a very good shooting game. You get both here on one disc, along with a load of bonus artwork to unlock by shooting hidden targets. You should be thankful.

*Virtua Cop 1* is the pinnacle of accurate, perfectly timed shooting action, with its three short levels packing in more gorgeous gameplay moments than ten of your so-called modern games added together. Do you go for the one-shot, non-fatal 'Justic Shot', or pump them with three bullets

for a triple score? Yep, it's a Sega-patented 'Score Attack!' thing where longevity is ditched in favour of a short, high score challenge you're supposed to play again and again until you've memorised where every enemy is going to appear, the cheesy lines of dialogue the bosses come out with, and are convinced that were the level select music to be released as a single it'd be a dead cert for Christmas number one. *Virtua Cop 2* is more of the same, only, for vague reasons we can't really explain, we don't like it quite so much.

But be warned – they're both arcade games from Sega, so you'll have them completed in a weekend with enough time to spare to watch the *Fellowship* on DVD and read a couple of books. But the hidden depths! Oh, so deep, so much to learn, so much skill required! Seven years later and we still need to do some *Cop* from time to time, just to get through the day. The buzz never fades.

/ GARY CUTLACK



VIRTUA INSANITY You knew that was going to happen but it's still completely satisfying when it does.



BALDY BOMBED BOY Take out the axeman and his trucking pal.

### VERDICT

PSW

#### UPPERS

- Two Cop games for one!
- Fantastic shooting action
- Plays as good as in 1995
- Yep, we still love it

#### DOWNERS

- *Virtua Cop 1* is very short
- *Virtua Cop 2* is very short
- Together they're very short
- Doesn't look 'all that'

GRAPHICS - Stylish, upgraded for PS2, but still rather basic

6

SOUND - Rough voices, good music and shooty sounds

6

LIFESPAN - Short, but both games are incredibly replayable

7

#### OVERALL SCORE

Listen, it's getting an eight because we really like *Virtua Cop*. It's short, easy and doesn't look too hot, but it plays as perfectly as any shooting game can. We love it. Give it a chance.

8





SPACE ABOVE AND BEYOND  
It's not all planet based.



MEAN AND GREEN More  
aliens come looking for fun.



HITCH A RIDE Defence units can be carried from place to place.



LOOK AT THE PRETTY LIGHTS The explosions look damn fine.



RESCUE ME Can you see  
the colonists hanging on?

# DEFENDER

OLD SKOOL GAMERS REJOICE! YET ANOTHER CRUSTY OLD ARCADE OFFERING GETS THE PS2 UPDATE TREATMENT.

TYPE	SHOOTER
PLAYERS	1-2
OUT	NOW
PUBLISHER	ACCLAIM
PRICE	\$99.95
DEVELOPER	7 STUDIOS
SEE IT ON DVD	
/ 80s classic revived / Frantic gameplay / Range of missions / Six ships to control	

## HEN DEFENDER FIRST HIT

arcades in 1980 it was nothing short of revolutionary. Imagine it; there you are, happily shovelling 20c pieces the size of hubcaps into the Pong machine at your local chip shop and along comes a game boasting eight-colour graphics and a whole channel of wobbly computer sounds. Talk about the future! It was like the flying car was just around the corner.

Twenty-three years down the road however and we're a much more technology savvy bunch of people. Games today have to be something pretty special to make our jaws drop and this slick update of the arcade classic isn't going to do that by any means. That's not to say that 21st century *Defender* isn't worth your time – on the contrary; it's a cheeky bit of twitch gaming with just a hint of real-time strategy for good measure too.

The story – if you can call it that, bearing in mind the original's barely amounted to 'save the colonists from the aliens' – revolves around a beleaguered human race as it attempts to regain control of the Solar System from the clutches of the insect-like Manti. What it all amounts to, of course, is flying your spaceship across the surface of various moons and planets, shooting down the aliens and rescuing the colonists before they can be gobbled up and mutated.

In that sense modern *Defender* is very similar to old *Defender*, both sharing as they do the same

basic elements. Even in 3D there's still a hint of the original's frantic gameplay. Throw in some liberal use of the original sound effects, and you've got a tantalising morsel for 'old skool' gamers. But new *Defender* wisely expands on these elements with an interesting range of mission types and six different ships to choose from, each of which can be customised with weapons bought using the points you accumulate on your sorties.

What makes *Defender* really interesting though is the time and resource management that comes into play, most notably in the later levels. For every three colonists you rescue and return to one of your factories you receive, in reward, a ground unit capable of fending off the Manti. Each mission therefore becomes a case of managing your defences by moving around your ground units

while frantically rushing out to rescue the colonists and shoot down as many of the enemy as possible. Leisurely gaming this is not.

It's an interesting addition and helps detract from the game's less than stellar graphics, disappointingly brief playtime (decent gamers should have it licked pretty quickly) and distinctly average two-player mode, all of which are noticeable problems. If you're prepared to put up with these complaints though *Defender* turns out to be a pleasantly playable remake of one of gaming's true classics.

/ MARK ROBINS



TAKE THAT ALIEN SCUM Human Race 1 – Alien Invaders 0.

VERDICT		PSW
<b>UPPERS</b>	<b>DOWNERS</b>	
- Retains the original's feel	- Disappointingly short	
- Excellent strategy elements	- Average graphics	
- Great use of original sounds	- Poor two-player mode	
- Top presentation throughout	- No sign of the original game	
<b>GRAPHICS</b>	- In-game graphics move quickly but look bland	6
<b>SOUND</b>	- Those original sounds still rock!	8
<b>LIFESPAN</b>	- Not enough missions to keep you going for long	5
<b>OVERALL SCORE</b>		6
It doesn't break the mould in quite the same way as the original did, but the strategy elements are good and lift it well above the average shooter it might have been.		



# HAVEN: CALL OF THE KING

THAT SUBTITLE'S SURELY IRONY – THERE'S NO CALL FOR THIS KIND OF THING.

TYPE	ACTION ADVENTURE
PLAYERS	1
OUT	NOW
PUBLISHER	ACCLAIM
PRICE	\$99.95
DEVELOPER	TRAVELLERS

## THERE ARE SOME FAIRLY BOLD

claims being made about this game, along the lines of it being 'the next major development in videogaming'.

Perhaps they completely missed *Jak & Daxter*. Sony's platformer came out almost exactly a year ago, and the parallels are more than striking. So surely *Jak & Daxter* was the next major development in videogaming? We're confused.

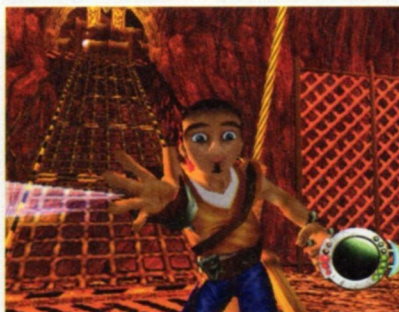


**SAFE HAVEN** With its unconvincing story and boring challenges it's not a patch on *Jak & Daxter*.

Anyway, the odd fool at your command in this particular leaping / collecting things game is Haven (duh) and he's out to save his people from the evil Lord Vetch. This involves the requisite jumping about from platform to platform collecting funny points of light, eggs, cogs and... stuff. Sigh.

You get involved in all manner of shooting/racing/desperately-trying-to-somehow-stay-interested challenges as you go, lucky you. But *Haven's* movements are vague and unconvincing, he and the inevitable sidekick are unattractive and the story – especially the names of all the stupid objects within it – feels forced.

The cartoonish humour is also laboured, a fact that is not helped by the uninspired graphics. It



**BIG MINGER** Haven's less attractive than a night with Jade Goody.

does admittedly have some very nice lighting effects, though. But we need more than that.

Like viral marketing on the internet, where advertising companies anonymously distribute 'spoofs' of their own campaigns in order to raise consciousness of them – negative but hip consciousness – *Haven: Call of the King* seems to exist simply to make *Jak & Daxter* look even better than it already is. It's out on Platinum now and our advice is to play that if you haven't already, rather than this pale imitation.

/ STEVEN WILLIAMS

## VERDICT

PSW

### UPPERS

- Some nice lighting
- Not the worst game on PS2
- No surprise-related injuries
- J&D will look even better

### DOWNERS

- Either boringly easy...
- ... or annoyingly stringent
- Unattractive character
- Totally predictable

**GRAPHICS** - Smooth and clean, but basic

7

**SOUND** - Moody music at odds with childish binging

5

**LIFESPAN** - After 20 minutes you'll be bored

3

### OVERALL SCORE

Midway will surely hate the references to Sony's platformer, but they're inevitable. It's so predictable you won't even need the manual – but you will need to be easy to please.

5

# REIGN OF FIRE

FORGET CONGESTION TAX, GANG VIOLENCE AND TERRORIST THREATS, DRAGONS HAVE INVADDED LONDON AND THEY WANT ALL OF US TO DIE.

TYPE	SHOOTER
PLAYERS	1
OUT	NOW
PUBLISHER	THQ
PRICE	\$99.95
DEVELOPER	KUJU

## STRANGE THING FILM LICENCES.

Most are hastily cobbled together and decidedly rubbish cash-ins. Not so with *Reign of Fire*, but like the recent dragon-slaying movie it represents, it barely rises above the status of mediocrity.

Admittedly, it looks quite impressive in places. Enormous dragons the size of jumbo jets swoop over your heavily-armoured jeep while smaller (but similarly deadly) 'raptors' nibble at your wheels in

the vague hope of bringing about your death. It's not jaw-dropping, but it's impressive enough to justify the raising of an eyebrow. Once you get under way, you'll find that missions mostly consist of destroying the fire-breathing threat and protecting your team as they partake in all-out war against the beasts. Controlling your jeep is difficult at first as your direction is dictated by which way your gun turret is pointing. As you aim towards the sky, you are no longer observing which direction you are heading in, so the only solution is to stop and then shoot. Which, of course, throws up its own unique set of problems. Like dying. The sense of frustration can be huge, especially as missions are vast and once dead, you've got no option other than to start right back at the beginning.

In a rather novel touch, you can also opt to play as an evil dragon causing havoc and general destruction. But while no frills blasting is fun for a short period of time, ultimately firing rockets, speeding through burning villages and protecting your team is a more absorbing challenge than piloting one of the beasties.

If you can persevere and get past the control flaws, *Reign of Fire* is an average blaster which looks and sounds great but doesn't have the gameplay to match its impressive aesthetics.

/ RICHARD MELVILLE



**WON'T HAVE YOU IN 'RAPTORS'** Although it looks impressive in places, it's got cash-in written all over it.



**JEEP ENTERTAINMENT** Controlling the vehicles can be difficult.

## VERDICT

PSW

### UPPERS

- Detailed visuals
- Good weapon selection
- Atmospheric tunes
- Massive levels

### DOWNERS

- Flawed controls
- Shortage of restart points
- Repetitive voice commands
- Disappointing dragon mode

**GRAPHICS** - Crisp, dirty and actually quite good

8

**SOUND** - Sterling scores and adequate effects

7

**LIFESPAN** - Point, shoot and die. Repeat to fade.

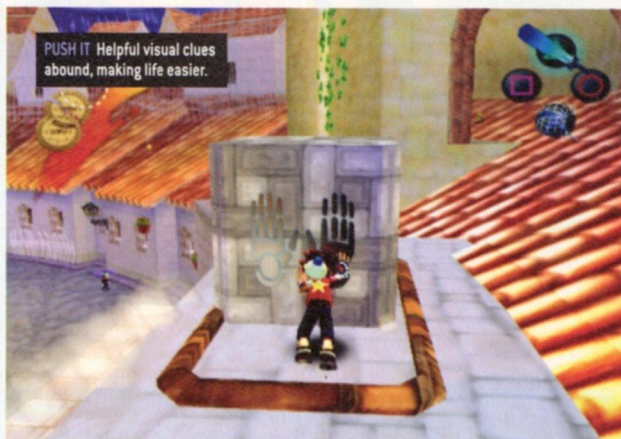
6

### OVERALL SCORE

A fairly decent videogame version of a decidedly average movie. Visually it does a fine job, but the difficult controls and not-so-good dragon mode let the side down.

6





**PUSH IT** Helpful visual clues abound, making life easier.



**CAPPUCCINO** Nab him while he's having a Starbucks.



**STONED ROSES** Ian Brown gave a bonkers solo performance.

Well, I'm BLUE Monkey!!

# APE ESCAPE 2

IMAGINE A WORLD WHERE MONKEYS WERE CLEVERER THAN HUMANS. THEY'D INVENT SOME CRACKING BANANA RECIPES.

TYPE	PLATFORMER
PLAYERS	1
OUT	NOW
PUBLISHER	SONY
PRICE	\$99.95
DEVELOPER	SONY
SEE IT ON DVD	
<ul style="list-style-type: none"> <li>/ Monkeys in pants</li> <li>/ Monkeys with water pistols</li> <li>/ Monkeys hiding in boxes</li> <li>/ Monkey tennis mini game</li> </ul>	

## BACK WHEN A PACKET OF CIGS

was almost affordable, Wagon Wheels were the size of your head, and *The Panel* was funny, Sony released a

little PSone game by the name of *Ape Escape*. It arrived with considerable hype, given that it was the first game to properly take advantage of the twin analogue sticks on the Dual Shock controller. Nobody much cared for it, though, and the game was soon forgotten.

Fast forward 37 years (our timeline may not be 100 percent accurate) and another bunch of primates appears to have gone AWOL from the local monkey sanctuary; in *Ape Escape 2* it's your job to catch them. Again. The pesky primates have evaded capture by obtaining special helmets which give them a six-figure IQ. The helmets were accidentally left in a stack of pants sent to the

captive monkeys. Their increased intelligence means the chimps wear the pants, as well as a selection of novel costumes, perhaps because they feel embarrassed at their former nudity.

This time around, *Ape Escape 2* looks positively fantastic in its high definition PS2 splendour. If you ever caught a glimpse of the PSone prequel, you'll quickly realise just how much the game has grown. The essential monkey-catching net and stun stick remain, but now your character Hikaru has a more impressive collection of gadgets than in James Bond's spare bedroom. There's a water pistol, a monkey-enticing banana boomerang and a host of brilliant vehicles. A submarine, snow mobile and a net-firing swimming aid help track down the more elusive chimps. There's plenty to see and do, loads of gadgets to master and so many bits and pieces to unlock, you're certain to become addicted to its typically Japanese weirdness.

The only problem we have with *Ape Escape 2* is that, despite the abundance of vehicles and gadgets, the process of catching monkeys does become ever so slightly repetitive. It's also rather easy. We played our way through most of the game

on our first attempt, which is a never a good sign. The early levels are so simple they're almost like training missions, and seasoned gamers may be put off by the initial lack of challenge.

Later levels, however, do get progressively more challenging, with a host of new gadgets – from a speed enhancing hula-hoop to monkey radar – requiring a fair bit of practise. As you progress, the chimp count increases and hectic levels look like a bizarre primate-filled episode of *The Benny Hill Show*. And with similarly few laughs.

The cartoon visuals and simplistic premise may at first feel slightly childish, but *Ape Escape 2* is an enjoyable platformer. There are better examples of how to do the colourful cartoon platform thing, but *Ape Escape 2* kept us entertained for some considerable time. If you have a small penchant for monkeys, or like to spend your spare time catching things, this is the game for you.

/ RICHARD MELVILLE



**BACKFIRE** The baby monkey took delight in igniting Hikaru's emissions of pure fear.



**LOVE BOAT** Monkey looked for females and dumped humans.

## VERDICT

PSW

### UPPERS

- Loads of vehicles
- Great gadget selection
- Extra mini games
- Monkeys in drag

### DOWNERS

- Easy early levels
- Repetitive monkey catching
- Teletubby style voiceovers
- Not enough bananas

**GRAPHICS** - Colourful levels and smooth animation

8

**SOUND** - Good squeals, bad voice acting

7

**LIFESPAN** - Mini games, hidden items, unlockable levels...

8

### OVERALL SCORE

While the majority of platformers aim for an audience barely out of primary school, *Ape Escape 2* is filled with the kind of gameplay appreciated by veterans and juniors alike.

7

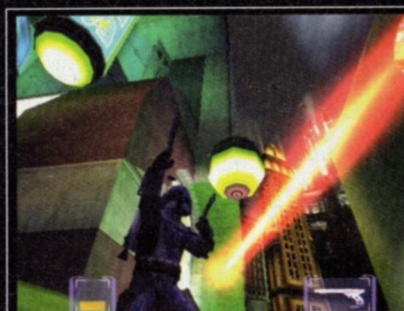


## REVIEW

STAR WARS: BOUNTY HUNTER



IVOR BIGGUN Size doesn't matter when you're shot in the back.



CITY OF LIGHT Coruscant is the most colourful planet you'll visit.



ALL THE FUN OF THE FETT Bet he's bloody good at Twin Caliber.

# STAR WARS: BOUNTY HUNTER

FORGET ABOUT NOBLY SAVING THE UNIVERSE AND THWARTING THE EMPIRE AND GIVE IN TO THE LURE OF THE DARK SIDE.

TYPE	SHOOTER
PLAYERS	1
OUT	NOW
PUBLISHER	ELECTRONIC ARTS
PRICE	\$99.95
DEVELOPER	LUCASARTS
SEE IT ON DVD	
<ul style="list-style-type: none"> <li>/ Familiar movie locations</li> <li>/ Fits with Star Wars story</li> <li>/ Jango's twin gun style</li> <li>/ Rocket-powered gunfights</li> </ul>	

**NONE OF US HERE AT PSW COULD** ever be a Jedi. Apart from the fact that we'd probably lop off our own appendages with a lightsabre, Yoda and his mates would boot us out of the order within days. The temptation to dodge train fares with a bit of Jedi mind trickery and convince women we're their wildest fantasy come true, is far too strong. How can you have all that mind power and not loosen a few bikini tops while innocently lying on the beach?

You see, being a Jedi isn't all it's cracked up to be. All that power is plain torture if you have to live

and dress like a monk. Being dull and sensible like goodie boy Luke just isn't for us. If we could be re-incarnated in a galaxy far, far away we'd have to be born to be bad.

The Fett clan have got it spot on however. Don't align yourself to any side or particular faction, strike fear into the very soul of anyone who even looks at you by being an all round badass and earn a living by dishing out pain to the scum of the galaxy. The usually ultra-cool Samuel L. Jackson picked the wrong role. If you want to be cool in the *Star Wars* universe look no further than the bounty hunters.

Following in the footsteps of his son Boba, (we know that's not evolutionarily correct but in our eyes Boba came first) Jango gives us the first opportunity to say "sod the force" and do things a little bit wickedly. The ongoing war between the Empire and the rebels takes a back seat in *Bounty Hunter* as you're given the opportunity to explore the grass roots of the

universe and mingle with the dregs of society.

This game slots neatly into the *Star Wars* timeline just before *Episode II*. With Darth Sidious getting a little bit peeved that his plans are being scuppered by the corruption and disorder running rampant throughout the galaxy, he calls on Jango Fett to carry out a bit of business. A mysterious and deadly cult called the Bando Gora are crippling the galaxy's industries with their attacks and illegal activities, so Sidious slaps a huge price tag on the leader's head.

## WHATEVER HAPPENED TO COUNT DUCKULA?

The story cleverly ties in a number of sub plots that keep things interesting throughout. The plans to create a clone army are still in their infancy so Count Dooku is tasked with finding a suitable host. Here we get to see just how Jango found himself caught up in and hugely responsible for the most turbulent and bloody period in *Star Wars* history.



AIM AND FIRE Jango independently aims at two different enemies. You just have to pull the trigger.



AERIAL PURSUIT Catching bounties is easier from the air.



AND STRETCH Jango's groin strain started to ache again.





**DOWN BOY** Luckily this gigantor appears very early in the game and isn't too difficult to kill.



**IS IT A BIRD?** Your jet pack only lasts a few seconds so don't try to hover too long.



MOOOVE! I'm horny, horny  
horny horny tonight!



**WELL DO YA?** The auto lock-on makes life a bit easier.



**ROCKET MAN** The last time they served chilli at the Fett household

But more immediately sinister is the mysterious figure from Jango's past who is secretly informed of the Bando Gora bounty.

With these two old foes set on a collision course and the Bando Gora led by a deranged former Jedi, the plot is genuinely compelling and eminently watchable thanks to the skills of Industrial Light and Magic. The actual geniuses behind the special effects and computer generated visual excesses of the *Star Wars* films have taken time out to produce the story scenes in *Bounty Hunter*, and it shows. Every movie segment looks absolutely superb, but, unfortunately, creates a stark contrast with the actual in-game action.

When the story sequences end and the action kicks in things become a lot less graphically resplendent. They've tried very hard to capture the feel of Coruscant's teeming, over-populated streets and towering skyscrapers – the grimy, filth-ridden underbelly of society that live within the bowels of

other less familiar locations – and the sandy, dust-filled alleyways of Tatooine, but sadly they're all blighted by an intruding sheen of blandness.

Coruscant is the most striking location but even its neon-lit, twisting concourses give you a constant sinking feeling of déjà vu. Nothing leaps out and slaps you in the face with a "remember me" sting. A feeling of despondency sets in pretty quickly as you find yourself wandering around in circles, failing to recognise any significant landmarks and succumbing to the lethargic tedium of it all. Samey looking buildings, confusing path layouts and indistinct, bland features make for a seriously uninspired, traipsing experience.

The level design is particularly disappointing. We found ourselves walking up to sections of wall pressing every button on the pad in the vain hope that it might be some sort of door or access way. Getting lost is a frequent occurrence purely because the intended path through the game is so

ineffectively signposted. This certainly isn't a case of a game offering too much freedom. On the contrary, *Bounty Hunter* is a rigidly linear game. The problem is that when you lose the scent of where to go next nothing else is going to happen until you try every single path, back alley and dimly lit dead end, until eventually stumbling upon the next triggered event.

#### SECOND ON THE LEFT JUST PAST THE CORPSE

Getting to where you need to go is not an enjoyable experience. It'll test your patience and require dogged perseverance to stick with it through the numerous bad times. Early on you'll get the opportunity to equip Jango with his legendary rocket pack. Understandably, use of > this pack is limited to short three second bursts in order to give the pack time to recharge. This stops the player from waltzing through the entire game in a couple of minutes by simply flying through the air

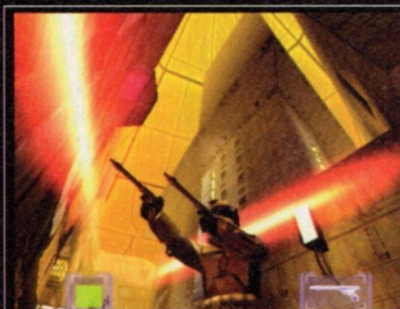
**/ YOU'LL  
FIND  
YOURSELF  
GETTING  
LOST LOADS  
BECAUSE  
THE LEVEL  
DESIGN IS  
INCREDIBLY  
POOR /**



**SHADOWMAN** There isn't much scope for stealth in Jango's world.



**THE SCUM OF SOCIETY** Shoot to kill or they'll get you first.



**RED LASER DAY** Traps can see you ambushed from all directions.





**HARD TARGET** Even when you're locked on, keep moving to avoid any lucky shots from his comrades.



**LOCKER ROOM BOYS** Some inhabitants are a bit moronic, walking into your double barrels of death.

**/ JANGO'S  
JET PACK IS  
RELEGATED  
TO THE  
ROLE OF A  
CRASH  
BANDICOOT-  
ESQUE  
SUPER  
JUMP /**



**DARK HORIZONS** Unfortunately his rocket boost runs out before you can reach the top.



**"HMMMM, I SMELL FISH"** Bet this bloke has an imaginative name like Walrus Man.



and avoiding all of the dangers on the ground. Fair enough. What really grates is the developer's insistence on using this as a tool to make many of the levels feel like bog standard platforming. His jet pack is relegated to the role of a *Crash Bandicoot*-esque super jump as you bound from teetering platform to precarious ledge with numerous, infuriating death tumbles along the way. This enables them to get away with some seriously lazy level design and basic, repetitive challenges that'll suck your enthusiasm dry within the first few hours of play. At one point you're required to chase an escaping ship through the streets before apprehending your prey. However, the level is designed in such a way that progressing through on your very first attempt using skill alone is pretty much impossible. Only by falling into the depths below and then having to do it all over again, will you learn by trial and error where to jump and what direction to take. Still, his twin pistols aren't simply there for aesthetic effect. Surely the shooting bits can crank up the fun-ometer, right?

Well, don't get too excited about

*Bounty Hunter's* frantic battles. Most of the skill required to fight your way through the relentless gunfights is taken out of your hands courtesy of the mindless auto-aim. Gluing your finger to R1, repeatedly hammering the fire button and leaping about a bit is the extent of your shooting skills. It all lacks any sort of subtlety or considered approach. Every facet of *Bounty Hunter* feels shallow and underdeveloped so that overall it gives the impression of a missed opportunity that simply hasn't been taken far enough.

The setting provides the perfect opportunity to add depth to the adventuring portions – along with character interaction and story development that could've really drawn you into the intriguing plot – but sadly it's never capitalised on. More strategy and skill could have been added to the shootouts, especially when there are already so many class examples of quality gunplay already on PS2 to feed off. Challenges could have amounted to more

than just following someone through a series of similar corridors and leaping your way to the exit of a tediously-designed room full of identical looking furniture and features. The only novel addition is the ability to stray from your overall goal and snap up a few well-paying supplemental bounties along the way.

#### STOP OR MY GUN WILL SHOOT

Among your arsenal is a nifty piece of kit that identifies criminals and the bounty on their head. Once you've located your prey and stated your intention to apprehend them (see panel) you need to sneak up and get close enough to tie them up. Alert them before you're close enough to pounce and you'll have to embark on a manic chase through the winding streets. Finding a criminal who's wanted dead or alive is always enjoyable as you can simply shoot first and snap up the cash later, but these are rare. It's an excellent way of adding longevity to the



**LIMITED JET BOOST** Jango re-invents the rocket jump.



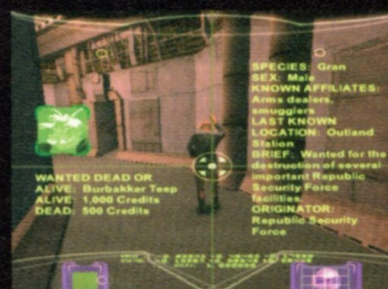
**HERE WE GO** The game start throws you straight into the action.





## YOUR OWN TASTE OF PARADISE

### CAPTURING A BOUNTY IN THREE EASY STEPS.



#### STEP 1

Use your targeting computer to scan the local inhabitants. If it locates someone on the wanted list mark the bounty on your ID scanner then attempt to move in.



#### STEP 2

Equip your whipcord and try to stealthily move in on your prey without arousing their suspicions. Once you're close enough, unleash your whipcord in typical Spidey fashion.



#### STEP 3

Once they're incapacitated you're just a button press away from a rewarding payday. If they leg it, use your rocket thrusters to catch them up, then give them a kick or two as punishment.

### VERDICT

PSW

#### UPPERS

- The bounty hunting side quests are a nice novelty
- Impressively captures the authentic Star Wars feel

#### DOWNERS

- Characters aren't voiced by the movie stars
- Poor stuttering and jerkiness when a lot is going on.

GRAPHICS - Bland, indistinct environments.

6

SOUND - Authentic atmospheric movie sound effects

8

LIFESPAN - The bounties add plenty of replay value.

7

#### OVERALL SCORE

With poor level design, bland environments, over simplified shooting and irritating platforming sections, *Bounty Hunter* is an even bigger disappointment than *Episode 1*.

5

game and it lends each area a greater sense of realism with people going about their business unconcerned about your overall quest. All they're bothered about is keeping their wanted hide concealed from the likes of Jango and co.

Unfortunately, the nature of *Bounty Hunter*'s mindless shooting makes apprehending these villains much more of a chore than a distraction. Wandering about with your guns holstered is meant to arouse less anger and attention from the populace but sooner or later someone always takes a pot shot at you and all hell inevitably breaks loose. With so many trigger-happy citizens about, you end up mistakenly shooting your prey before you get the chance to tie them up or even identify them. Try the passive approach and you'll just end up dead long before you've clamped eyes on a juicy target. *Bounty Hunter* simply refuses to reward any attempts at stealth so it's guns blazing all the way and blind hope that you bag a

few bounties before they get unintentionally splattered to pieces.

#### CONTROL YOUR AGGRESSION

The game does have some nice touches, such as Jango's ability to target two enemies with his twin pistols during a gun battle. But it also has a host of negatives, like the clumsy manner in which Jango selects and switches weapons, to completely eradicate the few positives. Prepare for much lost health as you try to locate bounties with your computer and then fend off the Bando Gora while desperately searching for your guns. Ultimately, *Bounty Hunter* isn't so much a piece of entertainment as infuriation. There is some fun to be had, it's just that you'll require the self-control and mild temperament of a Jedi Knight to experience it.

/ MIKEY FOLEY



KEEP ON MOVIN' Don't make yourself an easy target in gunfights.



CONVEYOR CALAMITY This area is the pinnacle of gaming tedium.



# PREMIER MANAGER 2002/2003 SEASON

IF THIS IS FANTASY FOOTBALL WE WANT OUR BALL BACK.

TYPE	FOOTBALL MANAGEMENT
PLAYERS	1
OUT	NOW
PUBLISHER	INFOGRAMES
PRICE	\$99.95
DEVELOPER	INFOGRAMES

**WHAT SELF-RESPECTING FOOTY** fan could refuse the opportunity to play God, or even Fergie, with thousands of players and hundreds of teams from five different nations? Just pick your club and watch those cold, winter days waste away in front of a TV screen.

And waste they will. Not because this game is more addictive than *girlskissing.com* but because it will literally dispose of your time, giving you twenty buttons to press in order to progress from one day to the next, when one will do.



CASHBACK Unrealistic dialogue infers managers are greedy.

Everything seems geared towards boring you silly, with the most inane details and pointless tasks to trawl through. Your first job is to negotiate your contract with the chairman. Er hello, it's a game for Christ's sake. Accept the managerial hot seat and prepare to be rendered comatose with screen after screen of ridiculous and lifeless characters telling you pointless things. The physio takes great pride in informing you of every single minor injury your players sustain. If Beckham's stubbed his toe on Brooklyn's matchbox Ferrari you'll know all about it. Even when your daily diary

isn't crammed with people wanting to interview you or rent your ground for a pop concert, it still takes an eternity to get through the day.

Match highlights are nicely animated if you ever get there. But you're more likely to get bored and utterly cheated off before the match starts and end up chucking *Premier Manager* in a dark corner wishing you'd bought *LMA Manager* instead.

/ MIKEY FOLEY

VERDICT	PSW
<b>UPPERS</b> <ul style="list-style-type: none"> <li>- Hundreds of teams</li> <li>- Up to date information</li> <li>- Decent match highlights</li> <li>- Makes LMA look better</li> </ul>	<b>DOWNERS</b> <ul style="list-style-type: none"> <li>- Difficult to navigate</li> <li>- Dull menu screens</li> <li>- Pointless tasks</li> <li>- Extremely long winded</li> </ul>
<b>GRAPHICS</b> - Characters all look the same, for Christ's sake!	3
<b>SOUND</b> - Clearly a bit of an after thought.	2
<b>LIFESPAN</b> - It's unlikely you'll persevere for long.	4

**OVERALL SCORE**  
A highly tedious trawl through screen after screen of laborious menus and pointless conversations. As dull as George Graham's football philosophy.

3



BACK OF THE NET Matches are well animated, if you get that far.

# KNIGHT RIDER

SOMETIMES YOU WISH GAMES WOULD RIDE OFF INTO THE NIGHT AND DISAPPEAR.

TYPE	DRIVING
PLAYERS	1
OUT	NOW
PUBLISHER	KOCH MEDIA
PRICE	\$99.95
DEVELOPER	DAVILEX

**IF VICE CITY SHOWED US** everything that was cool about the eighties, *Knight Rider* reminds us of the rubbish TV, appalling fashions and dodgy film to videogame conversions.

The star of the show, and indeed the game, is Kitt, complete with gay-as-trousers voice and, unbelievably, the ability to fly when a turbo boost is activated. We don't remember that happening in

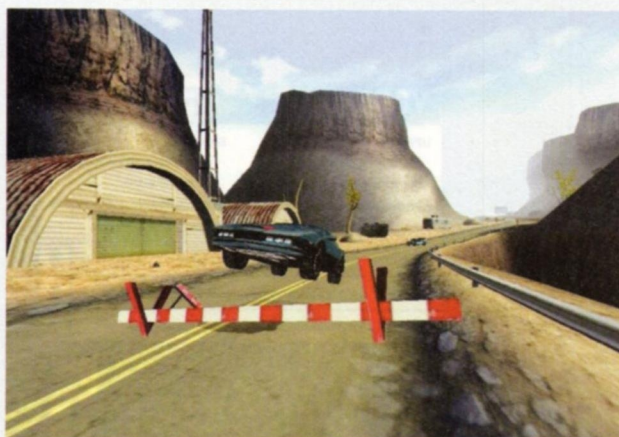
the TV series. We don't recall Michael Knight being forced to complete a tedious selection of training lessons either, one of which involves 'scanning' empty buildings. Odd that.

In the game proper, you'll find the missions are no better, with simple roads to navigate and very little to do apart from stare at the curiously empty horizon. There're no people, no interesting scenery and no signs of life apart from the odd vehicle. It's like driving around a Westfield car park at 4am. In a shopping trolley. With a wonky wheel. The car control is extremely frustrating, especially when you get trapped behind a piece of scenery and have to perform a three-point turn to get yourself back on track. There is a respawn button which

repositions you if Kitt becomes stuck, but that's almost like admitting they know the game's flawed and this is the quickest way of fixing it.

Honestly, we didn't think driving games on PS2 could get any worse than *Gumball 3000*. But *Knight Rider* is a notch lower. Fans of the series may be tempted to indulge in the nostalgia trip, but take our advice and get the DVDs instead because the game will single-handedly destroy your rose-tinted admiration of the Hasselhoff vehicle.

/ RICHARD MELVILLE



KITT CAR We didn't think it was physically possible for a Pontiac Firebird to be camp.



GOOD KNIGHT? And you thought Gumball 3000 was bad.

VERDICT	PSW
<b>UPPERS</b> <ul style="list-style-type: none"> <li>- There's an average reworking of the theme tune</li> <li>- The car looks nice</li> <li>- We're struggling here...</li> </ul>	<b>DOWNERS</b> <ul style="list-style-type: none"> <li>- Abysmal control system</li> <li>- Stupid missions</li> <li>- Riddled with bugs</li> <li>- How long have you got?</li> </ul>
<b>GRAPHICS</b> - Very much PSone standards graphics	2
<b>SOUND</b> - Crap voices, bad sound track	4
<b>LIFESPAN</b> - You won't get past the training levels	1

**OVERALL SCORE**  
It's the game we dreamed of as kids. And now that dream's turned into our worst nightmare. *Knight Rider* fans are better off indulging in the television series DVDs instead.

2



# HARRY POTTER AND THE CHAMBER OF SECRETS



READ THE BOOK, SEEN THE FILM, BOUGHT THE BEDSPREAD? YOU KNOW WHAT'S COMING NEXT.

TYPE	ACTION ADVENTURE
PLAYERS	1
OUT	NOW
PUBLISHER	ELECTRONIC ARTS
PRICE	\$99.95
DEVELOPER	ELECTRONIC ARTS
SEE IT ON DVD	
/ All familiar Potter locations / Try your hand at Quidditch / Sneak like Solid Snake / Not just another cash-in	

## IF IMITATION IS THE SINCEREST

form of flattery, *Harry Potter and the Chamber of Secrets* flatters with every wave of its wand. When the developer visited us to show off its labour of love it named gaming classics; *Metal Gear Solid*, *Zelda* and *ICO* as the inspiration. "Why spend ages developing a whole new control system when the solution is already out there," was its philosophy, and on this evidence we'd have to agree.

*Harry Potter* uses a clever and effortlessly intuitive control system, enabling you to allocate

weapons and abilities to the four face buttons. With a vast array of magical spells accumulated throughout the game it's the perfect way to keep everything manageable and readily available.

Through a series of cleverly implemented tutorials the game basics along, with all of Harry's abilities introduced in familiar surroundings. Beginning at the Dursleys', the action moves on to Diagon Alley and then to Hogwarts, where the real adventure begins. It's the perfect movie tie-in, following the film closely and providing Potter fans with everything they could possibly wish for.

When you finally arrive at Hogwarts things get more serious, but even if you've seen the film/read the book and know the eventual outcome, there's enough imagination and side challenges to keep you entertained. Magic spells are cleverly learnt as you progress and can be used to get Harry out of sticky situations. This keeps the challenges fresh and requires some thought from the player to overcome the numerous obstacles. Each task interweaves cleverly with the story and needs a sensible, practical solution.

Quidditch is cleverly recreated in the form of a racing game where you have to steer through hoops faster than arch-rival Draco Malfoy. Recreating the entire sport would have proved too confusing and would have needed an entire game of its own to do it justice, so this watered-down alternative proves a suitably entertaining solution.

A huge portion of the game is reserved for *Metal Gear Solid*-style stealthiness. Sneaking about when everyone else is tucked up in bed is your main route to success as you try to uncover the location of the Chamber of Secrets and just who opened it up, unleashing the deadly Basilisk. It's amusing to see Harry Potter backed up against a wall in typical Solid Snake-fashion while Professor Snape skulks past.

Don't let the childish subject matter put you off. This game is much more than just another shameless addition to the magical merchandising monster slowly taking over the world. Classily presented, expertly executed and imaginatively varied, *Harry Potter and The Chamber of Secrets* provides hours of compulsive entertainment.

/ MIKEY FOLEY



**SNAKE OUT** Harry sneaks like Solid Snake in some of the game.



**WANDERING AROUND** Magic spells are learnt as you progress.



**WEASLEY DOES IT** Familiar faces from the book crop up.

## VERDICT

**PSW**

### UPPERS

- Vast array of magic spells
- Wizards card collecting
- Huge environments
- Familiar places and people

### DOWNERS

- Long loading times
- Clumsy camera moments
- Not the real voices
- A bit too easy

**GRAPHICS** - Each location has its own unique style.

8

**SOUND** - Intelligent use of speech throughout.

8

**LIFESPAN** - A huge undertaking with addictive mini games.

8

### OVERALL SCORE

A genuine attempt at making this game more than just a lazy movie cash-in. The result is a thoroughly enjoyable action adventure in its own right. A truly magical experience.

**7**





LOOK AT THIS PICTURE. He just made another million.



THAT VIEW AGAIN. It's the obligatory Monaco angle.



SALTY HELMET Sorry Mr Coulthard, that should be 'saltire'.



AND AGAIN Replays of F1 cars. Whatever next?



SPA VERY MUCH Eau Rouge corner – you won't see it next year.

# GRAND PRIX CHALLENGE

THE CHALLENGE IS TO FIND ANYTHING NEW TO SAY ABOUT IT. HOW ABOUT...

TYPE	RACING
PLAYERS	1-2
OUT	NOW
PUBLISHER	INFOGRADES
PRICE	\$99.95
DEVELOPER	MELB HOUSE
SEE IT ON DVD	
/ Great looking tarmac! / Shiny, pointy cars... / With 900 hp each! / 15 viewers!	

**WHAT IS IT WITH F1 GAMES AND steering?** Are we supposed to believe they're so hard to drive it's almost impossible to get them pointing in a straight line? Most other driving games seem to understand that the more the player moves the stick left, the more the wheels should turn left. Repeat this for right. It's a simple, linear mechanical response and a perfect use for the analogue stick. This is not the first recreation of F1, however, that seems to believe that steering response depends on time. Stab the controller momentarily to full lock, say to correct a slide, and

you get about five degrees of steering. You're going to have to wait for the rest even if, by the time you get it, you don't want it any more. Here even the likes of Michael Schumacher seem to require a couple of seconds to upend the wheel, by which time all but the most innocent of slides have progressed to a time-sapping weave or even a complete spin. Odd. The drivers all seem so much livelier on TV. And none of us have ever driven a car that works like this, either.

Presumably the idea is that real cars can't go instantaneously to full lock, but they still do it a bloody sight quicker than the drivers here. Just watch Schumacher's steering-shuddering celebrations as he won his fifth championship in France, and try to recreate it here. You can't. There's not enough response. We should be the weakest link in F1 simulations, not the drivers... it's not realistic if we've got quicker reactions than Juan Pablo Montoya, is it? Anyway, we don't want to drive the drivers, we want to drive the cars.

That said, it's not as bad as the older efforts from Electronic Arts, and 'medium' handling difficulty minimises its effects pretty well. With the traction control turned up slides are rare, so as long as you've got the braking points and apexes

down, there's no need for sudden inputs anyway. The lowest setting does the braking for you, which means all but the most hopeless will soon find it useless, while the highest makes the cars overly tiresome: steering becomes even more sluggish, and it's frequently a battle to get the car to respond at all, so turgid are the driver's movements. Aren't F1 cars supposed to be the best?

### I'D LIKE TO THANK THE TEAM

The other drivers in the race are pretty good though, and have three ability settings that – mercifully – can be selected independently of your car's handling level. Even on the medium they're a considerable challenge, and it can take several laps of hard charging to make your way to a points-paying position. They're refreshingly sprightly, too, and will re-pass at the slightest opportunity, so it's important not to back off and play it safe once you're past. Sadly the rubbery, weightless and usually soundless collisions detract from this otherwise (unrealistically) hectic pack racing. You patently can't interlock wheels, as an invisible box surrounds the car, so it's easy to lean on the others and pass them that way. It's totally bloodless and you rarely lose out for driving badly.



CURB CRAWLER This is rarely quicker, no matter how tempting.



## DE JA VROOM

SEVEN F1 GAMES IN TWO YEARS? ROUGHLY ONE EVERY FOUR MONTHS – BY COINCIDENCE, THE SAME RATE AS OVERTAKING MANOEUVRES OCCUR IN THE REAL THING. AND HERE'S HOW GRAND PRIX CHALLENGE LINES UP WITH THEM.

## FORMULA ONE 2002

The new king – fast, smooth and with far more rewarding handling than any other F1 game bar, at a pinch, its predecessor. More user-friendly and pleasurable than that, though.



9/10

## F1 2002

The most recent of EA's efforts is its best, but they're still disappointing. Fantastic looking at times and super-fast, it's jerky nonetheless and not as exciting as it should be.



6/10

## FORMULA ONE 2001 PLATINUM

It's less impressive now than it was at the time, but it's still worthy. A cracking sim now even better value on Platinum, as only its successor really puts it in the shade.



9/10

## GRAND PRIX CHALLENGE

Fantastic looking in a bright, colourful way, and great fun on its medium handling setting. It's a narrow window of fun, however. This should have been a corker.



7/10

## F1 2001

It introduced a series of GT3 license test style challenges to pep up the otherwise familiar content, but nothing could compensate for the fatally flawed steering system.



6/10

## F1 CHAMPIONSHIP SEASON 2000

EA's first effort on PS2, and a reasonable recreation – at the time. The original relied heavily on its – and the console's – relative novelty. If it appeared now? No more than a four.



4/10

## F1 RACING CHAMPIONSHIP

Delving right back into the ancient history of the 1999 season (out of date at the time), with Prosts, Stewarts and Benetton. Sadly gameplay was ancient too. Should probably never have been made.



5/10

## VERDICT

PSW

## UPPERS

- Looks fantastic
- Incredibly smooth speed
- Easy to set difficulty
- Energetic competitors

## DOWNERS

- Annoying on harder settings
- Same old F1 game
- Slightly cartoonish look
- Satisfying, not thrilling

GRAPHICS - Detailed, colourful, fast, smooth

9

SOUND - Howling engines and no James Allen. Great!

8

LIFESPAN - Fun for as long as you care

7

## OVERALL SCORE

If you want great handling and authenticity, you're still better off with Sony's version. But if you want a bit more colour and a simpler, arcade style, this is the pick of the F1 crop.

7

UNDER THE BRIDGE The principality looks fantastic.

MMM, CURVY These are some of the best looking cars we've seen.

HAVE A GO HEROES Predictably the Ferraris always take the lead.

driver line-ups. The ones the teams started the season with, anyway... is this the first F1 game to use up-to-date data and not crow about it in the title? But let's assume you still care about F1 and its dull little tracks (they've even dumped Spa for next year! And yet the Hungarian remains... right) and you've just got a PS2. Which game do you get? The easy answer is Sony's *Formula One 2002*. But *Grand Prix Challenge* does just about manage to carve a niche for itself, ram its little carbon fibre butt inside and hang on for grim death. If you want unobtrusive, arcade style racing with big crashes and don't mind lumpy, stuttery visuals, there's Electronic Arts' *F1 2002* (note the exact way it's written, it's the only way to tell them apart). And if you're quite adept and want a fast, smooth game that still challenges when you're better than Senna, go for the aforementioned *Formula One 2002*. But if you want a fast, smooth game with unobtrusive arcade-style racing... yep, that's right – *Grand Prix Challenge*. Dynamically it's too nannying/prissily demanding at either end of its difficulty curve, but in the middle – where sudden movements are unnecessary – it's pretty sound. So if that's where you live, give it a go.

/ STEVEN WILLIAMS



PALE IMITATION Bloodless next to the Ferraris, don't you think?



YEAH, RIGHT It's not totally realistic... this winner isn't red.

Still, at least you get to see these cars close up, and you're certain to be impressed once you do. In fact the whole game is almost startlingly good-looking, giving an impression of real solidity. The over-amplified colours will be the only sticking point for those who desire ultimate realism, but the slightly cartoony effect belies an impressive level of detail. The tracks are accurate and – Jesus, we can hardly believe we're saying this – the tarmac looks lovely. We're always looking at tarmac. Best of all, these are some of the most curvaceous and solid-looking vehicles we've seen, good enough to make even the inevitable pre-race flyby worthwhile. There's a first! It's also very smooth, with a pleasing sensation of speed. If Codemasters made games that looked like this but played like *TOCA* everyone else would sell up, dismantle the industry and quietly disappear while backpacking through Tibet.

## GROUNDHOG RACEDAY

Of course, the real flaw is that it's exactly the same game as the one (or more) you've surely already got. It has the same familiar 17 tracks, the same 22 cars (even the Orange Arrows that failed to complete the season) and all the latest liveries and



# DRAGONBALL Z: BUDOKAI

A NEW FIGHTER HAS ARRIVED WITH MORE HAIR GEL THAN DAVID BOREANAZ AND BAGGIER TROUSERS THAN MC HAMMER. IT'S FIGHTING TIME!

TYPE	FIGHTING
PLAYERS	1-2
OUT	NOW
PUBLISHER	INFOGRAMES
PRICE	\$99.95
DEVELOPER	BANDAI

## DRAGONBALL Z IS ONE OF THOSE

ugly Japanese cartoon imports that kids become addicted to quicker than fags and booze. And with all the merchandising activity surrounding the lucrative franchise, it can prove equally as expensive for cash-strapped parents.

The latest such spin-off to deprive the folks of



**GOLDEN CHILD** This is what happens when you annoy a midget. They toast your balls with a lighter.

hard-earned funds is a beat 'em up featuring Goku and several of his gaudy-coloured slap-head friends in fairly tedious one-on-one scraps. Each protagonist can throw the requisite array of fireballs and even levitate for some aerial scraps. But a challenger to *Tekken 4* this ain't. Not that we ever expected it to rise above mediocrity, but the skill card system is worthy of some praise. Win a bout in Tournament or Story mode and your fighter is rewarded with cards that give him greater power, special attacks or transformations, which lends a certain amount of longevity to a rather shallow fighting experience.

Will you like it? Depends really. If you're above



**SMACK DOWN** Goku managed to hypnotise the angry slap head.

the age of 10, want a decent challenge and some pretty graphics to show off to your mates, *Dragonball Z* is perhaps the worst game you could choose. If, on the other hand, you're a die-hard fan of the animated series, already own the bed spread, lamp shade, T-shirt, packed lunch box and video box set, then you'll be needing this to complete your collection. But judged on its own merits as a PS2 brawler, *Dragonball Z* struggles to make an impact. Sorry kids.

/ RICHARD MELVILLE

## VERDICT

PSW

### UPPERS

- Original comic book art
- All characters from the show
- The box looks quite nice...
- Could be used as a doorstop

### DOWNERS

- Slow, unresponsive controls
- Cardboard characters
- Rude mini games...
- Your mother wouldn't like it

GRAPHICS - Colourful but ultimately crap

3

SOUND - Slap! Oof! Crunch! Etc!

4

LIFESPAN - One match in and it's all over

5

### OVERALL SCORE

A fairly poor rendition of the animated series, which will no doubt appeal to the young fans of the cartoon, but doesn't really deserve your consideration. Shallow and not much fun.

4

# SUB REBELLION

PREPARE TO DIVE DEEP BENEATH THE OCEAN WAVES AND DISCOVER NEW DEPTHS OF SHEER BOREDOM. ALL ABOARD!

TYPE	SHOOTER
PLAYERS	1
OUT	NOW
PUBLISHER	XICAT
PRICE	\$79.95
DEVELOPER	IREM

## UNWRITTEN VIDEOGAME LAW #1:

Any game that takes place on (or beneath) water will be complete and utter rubbish. Don't blame us. We don't make the rules. That's the way it's always been and the way it always will be. So *Sub Rebellion* didn't ever really stand much of a chance.

The main problem you've got is that the game is based around a submarine; one of the slowest,

most unexciting vehicles imaginable. To make matters substantially worse, your mission is to chase lumbering water vehicles before launching torpedoes which are slower than the bowel movements of an anorexic. It's even more painful than watching marathon submarine movie *Das Boot*. In German. Without subtitles.

We'd love to say there was more to do in *Sub Rebellion* but other than arsing about with a sonar scanner and searching for treasure, that's it. For a game set within a vast and expansive ocean, it really is surprisingly shallow. Are there no sharks or evil fish in the year 2139? Did they get bored and commit mass suicide? Perhaps that is why you're underwater, battling for a rare slice of

sushi? It isn't, of course, but the game would be much more exciting if all of this was true. In fact, *Sub Rebellion* is the least exciting game we've seen for months.

Perhaps the reduced price point might tempt you. Or more likely, it's tempted your thrifty aunt who's unwilling to spend the extra cash on a decent game for your birthday pressie. Treat her with the contempt she deserves. And make sure you ask her for the receipt. You'll be needing it.

/ RICHARD MELVILLE



**DRAMATIC AQUATIC** Nessie used to exist until 2139, when she died in a underwater war.



**DEPTH CHARGE** Look, real action! Shame it's not exciting.

## VERDICT

PSW

### UPPERS

- Good water effects
- Yes, lots of water
- Did we mention the water?
- So we did. Sorry

### DOWNERS

- Slug-like gameplay
- Slow motion rockets
- Lack of enemies
- Odd music

GRAPHICS - Murky water and oh yes, dark submarines

4

SOUND - Nauseating classical music

3

LIFESPAN - This is a one mission wonder

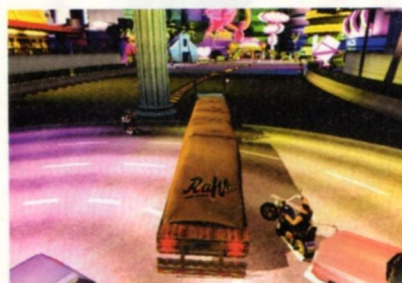
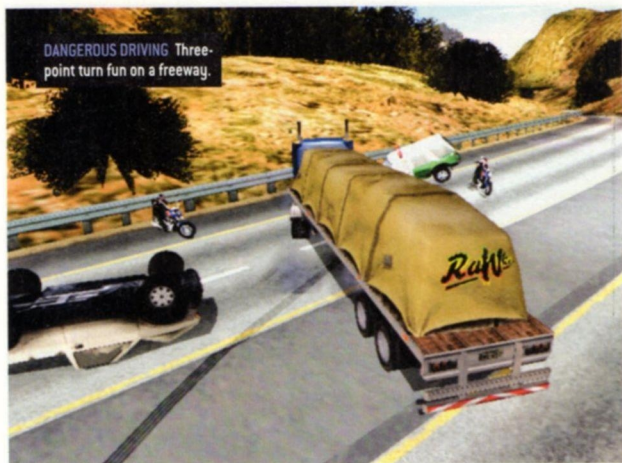
2

### OVERALL SCORE

The premise of submarine combat is dull, the reality is frighteningly tedious. *Sub Rebellion* is so slow and uneventful, you'll wish you never turned on your PS2.

3





# BIG MUTHA TRUCKERS

BEARDS, PORN MAGS, AC/DC, GREASY FRY-UPS AND ROAD RAGE...  
WE'D RATHER GET OUR KICKS ON ROUTE 66 IF IT'S ALL THE SAME.

TYPE	DRIVING
PLAYERS	1
OUT	NOW
PUBLISHER	EMPIRE
PRICE	\$99.95
DEVELOPER	EUTECHNYX
SEE IT ON DVD	
<ul style="list-style-type: none"> <li>/ Trade goods on 60 trips</li> <li>/ Drive across mini-America</li> <li>/ Genius radio stations</li> <li>/ Vaguely rude name</li> </ul>	

## IF WE COULD RATE GAMES ON

their name alone *Big Mutha Truckers* would be a disappointing one out of ten. Honestly, who thinks these things up? Unfortunately, our reviews don't work like that – we have to judge games on more trivial aspects such as graphics (in this case very nice), sound (superb) and gameplay (great but prone to repetitiveness), which makes reviewing *Big Mutha Truckers* a slightly more complex process. Slightly. In one sense, we really like *Big Mutha Truckers*. In an unusual move for a driving game it's got bags of character beyond the normal steering left and right action and there's plenty to see and do as you drive your rig across mini-America, buying and selling cargo in an attempt to make as much cash as possible. On the other hand things get pretty

samey, pretty quickly. After all, one trip from Capital City to Skeeter's Creek hauling coal is, like you'd expect, much like another.

Before the monotony of the open road gets to you though *Big Mutha Truckers* is good old-fashioned entertainment, pure and simple. Playing as one of 'Big Mutha's' four protégés (fat bloke, simple bloke, cool bloke and surprisingly fit chick) you have just 60 days to go out and make your fortune. That's 60 trips to trade goods, steer clear of the cops and biker gangs and take on the odd suspect job that the bar proprietors around the five towns might offer you. It's like a videogame version of *Smokey & The Bandit*, only without the Trans Am and the old-enough-to-be-your-mum-but-you-would-anyway Sally Field.

As with any market economy, the trick is to buy low and sell high and there're always plenty of tips flying around on the best deals, as well as the odd road race to wager your cash on. Loan sharks are also on hand – along with exorbitant interest rates – to help bankroll your excursions and within a few trips you'll soon have plenty of spare cash to refuel, repair and upgrade your rig with all kinds of mechanical jiggery-pokery.

And that's essentially about all there is to it, which is why you'll start to tire of it all too quickly. There's just not enough variety in the locations you travel between and the goods you trade in to keep your interest for a lengthy period of time. Even the

one-off missions that can be played through separately begin to grate after a while.

But such complaints detract from the game's genuine high points and *Big Mutha Truckers* never fails to make you laugh with its fabulous *GTA*-style radio stations and 'yee-ha' redneck sense of humour – the camp bartender at the 'Lucky Pierre' being a particularly good example – and for this it should be commended. Whether it'll be enough to detract from yet another trip down Interstate 40 or not depends on how big an influence Long Distance Clara was on your childhood.

/ MARK ROBINS



VERDICT		PSW
<b>UPPERS</b>	<b>DOWNERS</b>	
<ul style="list-style-type: none"><li>- Novel approach to the genre</li><li>- Funny script in places</li><li>- Superb music and sound</li><li>- Eye-catching graphics</li></ul>	<ul style="list-style-type: none"><li>- Quickly becomes repetitive</li><li>- Not enough variety</li><li>- Occasional slow down</li><li>- No option to buy speed</li></ul>	
<b>GRAPHICS</b>	- Generally pretty but not astounding	7
<b>SOUND</b>	- Brilliant voiceovers and superb mock radio	8
<b>LIFESPAN</b>	- You'll likely get bored before you finish it	6
<b>OVERALL SCORE</b>		7
Puts a fabulous truck driving spin on the age-old trading game, but, like real lorry driving, can get very monotonous, very quickly. Great fun while it lasts though.		





HAVE SOME OF THAT He's got kickings for everyone.



BACK TO THE FUTURE Guess what? More cops to fight...



MOBILE REPORT Look out for the subtle advertising throughout.



THE RUNNING MAN Some of the locations at least look nice.



NO PROBS Outnumbered, but not outclassed.

# MINORITY REPORT

ACTIVISION, YOU'RE UNDER ARREST FOR THE FUTURE MURDER OF YET ANOTHER FILM TO GAME CONVERSION – OH, YOU'VE ALREADY DONE IT.

TYPE	FIGHTING
PLAYERS	1
OUT	NOW
PUBLISHER	ACTIVISION
PRICE	\$99.95
DEVELOPER	TREYARCH

SEE IT ON DVD

- / Not Tom Cruise
- / Some great weapons
- / Graphically good levels
- / Basic-looking characters

## ADMIT IT: YOU ALREADY KNEW

*Minority Report* wasn't going to be great. Big action film like that with a triple A Hollywood star in the lead role – it was always bound to be a bit duff in the game stakes. That's how film licenses work see: the bigger the film, the shoddier the game.

If truth be told it's more mediocre than bad – at least it's slick and playable enough, if utterly underwhelming – but this is exactly the sort of thing a film with *Minority Report*'s rich visuals and intelligent plot lines need: a scrolling beat 'em up packed with endless corridors and identical looking bad guys. Not that there's anything wrong with the scrolling beat 'em up formula. As shabby around the edges as it may look compared to other genres there's still room for decent, modern examples as the recent success of *The Two Towers* has shown. *Minority Report*, on the other hand, looks dated in comparison.

Things start well enough; the training levels ease you in and the intro sets up the story as Detective John Anderton of the pre-crime division crashes into a skyscraper office just in time to stop a murder that's about to take place (if you're not familiar with the plot of the film it's about some

cops who catch murderers before they kill their victim – hey, it's science fiction, okay?). But the moment the 'perp' runs away things start to go down hill. From out of nowhere come a group of random bad guys and from then on it's repetitive fisticuffs all the way.

Thankfully there's a decent selection of moves on offer, including uppercuts, spin-kicks and an assortment of throws, all of which are pulled off using various combinations of the three attack buttons (quick, strong and grab). Unfortunately the timing required for some of the more complex manoeuvres is annoyingly picky, which too often

results in frenzied bouts of button bashing as you try to pull out the killer punch or throw. When games like *Virtua Fighter* and *Tekken* execute similar systems to perfection it becomes a tad frustrating to continually fluff a chain of just three button presses.

## FUTURE IMPERFECT

The good news is that, as well as your fists, you're also armed with a selection of rifles and shotguns, all of which are used through a natty auto-aiming system. On the flip side though, it does mean that you'll come across opponents who are similarly



VERY SPECIAL EFFECTS The gun blasts produce some nice effects.



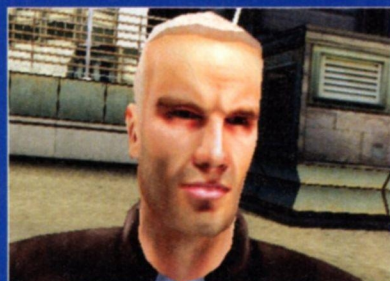
LEAVING ON A JETPACK The jetpack is easily the game's best bit.



# CRUISE YOU KIDDING?

THAT BLOKE LOOKS NOTHING LIKE TOM CRUISE!

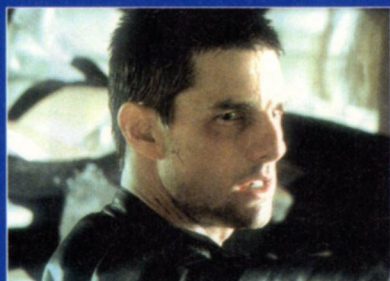
George Clooney we can understand. Even the shaggy, beard-wearing Brad Pitt seems reasonable. But Tom Cruise? A sex symbol? Who does he think he's kidding? He can only be about four foot two. Maybe that's why developer Treyarch decided to go with a main character that looked nothing like Tom Cruise – at least that way we don't have to stare at



TOM CRUISE Enjoys ditching attractive redheads.

his enormous schnoz every single time there's a close up cut scene.

Actually, that's all a lie. The only reason that the game Detective Anderton looks nothing like the real thing is that developer Treyarch didn't have the rights to use Mr Cruise's likeness. Still, the dyed blond mop is definitely an improvement we think.



RANDOM POLYGONS Good at portraying facial emotions.



WE NEED GUNS It's quicker to shoot the enemies down.

armed. Although these enemies are simple enough to deal with, it seems bizarre that you can't pick up their guns, the game instead forcing you to look for the sparsely placed gun icons to restock your limited ammo. The same holds true for enemies armed with batons and baseball clubs – you can knock them down but you sure as hell can't pick their weapons up and use them as your own. It really is a terrible omission from *Minority Report*. When a game makes the effort to ensure that virtually every single piece of furniture is destructible – the shattering panes of glass being a particularly satisfying example – it seems a little odd that you can't stoop down to gather up a broken chair leg and use it as a club.

The jetpack used in the movie, however, is a welcome inclusion, allowing you to zip through the air with stylish ease while accompanied by some very impressive graphical heat haze effects. As well as having a really believable sense of speed, the jetpack works as a superb weapon, allowing you to zoom into a pack of startled guards and send them flying. It's a real pity that it's used in barely a handful of levels.

Graphically, *Minority Report* is a real mixed bag. The locations themselves are nicely designed – the

nightclub level especially – and the air-warping effects of the concussion rifle are particularly fancy, but the characters themselves are basic looking in comparison; not cool when you have to look at the same bad guy over and over and over again. Things aren't helped by the camera either. In fact, things are positively ruined by its unpredictable antics on occasion – yet another cause for frustration.

## BETTER OFF LEFT IN THE PAST

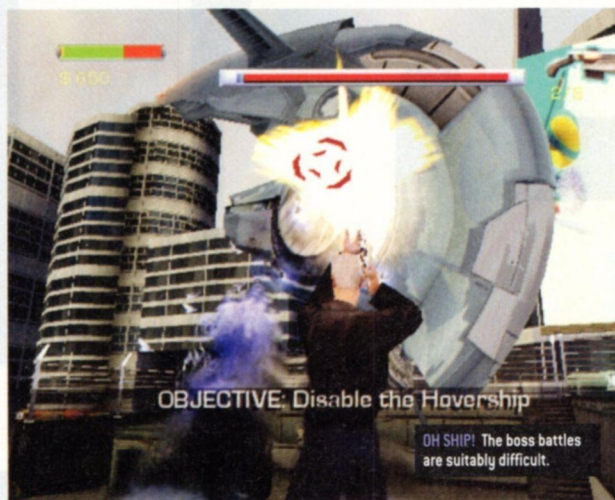
For those of you determined to see it through, *Minority Report* at least offers a reasonable challenge. The enemy intelligence is good and there are plenty of secret areas to find, usually containing money that can be traded for power-ups or additional combat moves (assuming you can pull them off that is). Additionally there are extra features to unlock, such as alternative player characters, that add to the longevity.

Ultimately though, we don't think that's enough to save *Minority Report* from its distinctly average mark. It's inconsistent – good in some parts and shoddy in others – and not the cutting-edge game that the film deserved.

/ MARK ROBINS



DISCO DIVA Robotic dancing was all the rage at the club.



OBJECTIVE: Disable the Hovership

OH SHIP! The boss battles are suitably difficult.



KISS TARMAC SCUM Justice in the future is harsh.

## VERDICT

PSW

### UPPERS

- Pretty special effects
- Decent selection of combos
- Plenty of secrets to look for
- No Tom Cruise

### DOWNERS

- Monotonous in the extreme
- Rubbish character graphics
- Unresponsive controls
- Really shoddy camerawork

### GRAPHICS

- Special effects are good, characters are rubbish

6

### SOUND

- Voiceovers are fine but no soundtrack

5

### LIFESPAN

- Plenty of secrets, but you won't look for them

6

### OVERALL SCORE

Ordinary and average in every single respect, this is strictly rental fodder and even then, there are better games to hire for an evening. Get the movie out instead.

5



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# SOLUTIONS

GTA VICE CITY SOLUTION IN SHORT: KILL EVERYBODY, EARN MILLIONS, STEAL CARS, BLOW THEM UP, LAUGH.

## CRIME SOLVED

**MOST OF YOU WILL HAVE TAKEN UP** almost permanent residency in Vice City by now. So you'll know it's huge. You'll certainly have stumbled across quite a few treats too, but let's face it, you've probably forgotten where more of them are than you've remembered. But don't worry — we know where everything is. *Everything.* We started on this exhaustive guide last month, and what follows is the balance of all you need to beat the game to 100 percent, get the best weapons and vehicles and generally be a really successful b\*\*\*\*d. *Vice City's* one of the few games where knowing everything about it makes it more fun, not less. And we'll have more next month too. All the tips that you folks have sent in; the sneaky missions short-cuts, new cheat codes, your best stunts. Don't dare miss it. **MIKEY FOLEY / STAFF WRITER**

## VICE CITY

Look, it's right there, just a bit to your right!



## RED FACTION 2

Sage advice on how to explode people to bits.



## BURNOUT 2

Sage advice on how to crash people to bits.



SAY HELLO TO MY LITTLE FRIEND  
He seems to have made some powerful enemies, too. How could that have happened?

# GRAND THEFT AUTO VICE CITY

THINK OF THIS AS YOUR A-Z OF VICE CITY. FIND ALL THE PACKAGES, ALL THE WEAPONS, ALL THE SNEAKY CHEATS... AND USE THEM TO CAUSE CHAOS. GO!

**THESE NEXT FEW PAGES TAKE YOU** through the location of every single hidden package. It's worth the effort of tracking them down, too. For every ten you find there's a useful reward, and only the owners of all 100 get to play with Vice City's ultimate vehicle. You want it. You know you do. So what are you waiting for? Get going!

1

From the Ocean View hotel, turn right twice and head immediately into the narrow lanes that run north/south behind it. Drive right through heading north until you see the police bribe — you need to use the stairs just next to it as a ramp, heading



**AVOID** If you get stuck here, use the Comet to climb out.

back the way you just came (south). Leap onto the roof of the building across the street and find the package on its southwest corner.

2

This one couldn't be easier. It's on the steps of the lighthouse, which is to be found at the extreme southeast corner of the first island, not far from your hotel.

3

Journey on from pier two (where you take part in the early missions for the colonel) then head south, but be careful not to turn back onto the road and drive instead along the footpath near to the ocean. The



**POSTCARDS FROM THE LEDGE** Mmmm. Rocket launchers.

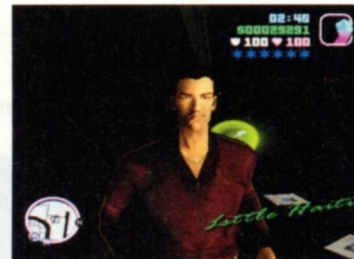
package is by the back steps of the first house you see.

4

There's a package in the underground garage opposite Pier 2, north end. It's in the left-hand corner.

5

Drive north from Pier 2 this time, out onto the road via the narrow path. Go up the first steps to the first building on the left — it's the Ocean View Medical Foundation Research and Development Department. Jump up to the grass to your left and head round the back of the building for the package, on a narrow ledge above the sea. >



**ROYAL RED** Nice tracksuit... it's in the Laundromat.





## ARE WE THERE YET?

### STANDING VICE POINT HOTEL

It's a weird name, but it's probably very clever and funny if you're American. It's also huge and a brilliant landmark as it's visible from your first hotel and most Ocean/Washington Beach rooftops. It also amply signals the proximity of the Malibu and El Swanko Casa from the air.

### WELL-STACKED PIZZA

It's the sign on the front that does it. Unless you're broke these are often the best way to get full health back, and they appear on the map – which means you can figure out where you're going.



RED HOUSE OVER YONDER You can't miss it really...



RED LABEL Look out for the Pizza signs. Mmm, healthy!

**6** Head to the southernmost bridge on the Washington Beach side (the first island, to the east). The package is beneath it on a narrow ledge.

**7** Get to the Standing Vice Point hotel, the massive and impressive place at the north end of the strip (left from the Ocean View). Head straight out onto the beach. The package is in a small beach hut slightly to the right of the building, halfway to the water's edge.

**8** Find the Washington Mall – it's north of the Ocean View Hotel on the second parallel road over from the beachfront, near the payphone marked on the map. Look out for the helter-skelter that leads up to the roof parking. With a fast bike or car, leap from the southeast corner to the adjacent building, then jump the small gap to the higher roof south of it. The package is near the front of the building.

**9** Head north from the neon-lit (at night) helter skelter at the Washington Mall, take the first right and immediately you'll see a large pink building on your left. Go up the

main steps and around the side, and there you'll find the package by the pool.

**10** On the porch at the back of 1102 Washington Street, a purchasable save house. It's located directly opposite Rosenberg's office, on the road that leads from the southernmost bridge.

**11** This one's tucked away down the side of a stone bridge. It's on the south side of the southernmost one across the river (not the sea). Head north up the road from 1102 Washington Street and find it on the right, near the water.

**12** Across the road from the Bunch of Tools (just across the stone bridge from number 11), go up the steps and turn left to find a pink, single-storey building with a rampage at the front. Around the far side, by the front door, is the package.

**13** Head to the back of the main complex you were in for number 12, towards the row of what look like changing rooms. They are in fact showers, and the package is inside at the north end.

**14** Underneath the bridge to Starfish Island. Simply head down to the path beneath it.

**15** Inside the police station, in the office to the back of the upstairs floor, lies a package. The station is just south of the huge Standing Vice Point hotel (flashy place north of your hotel). Be aware, crossing the 'no civilians' line gives you two stars.

**16** In the first parking lot behind the Malibu (not the bigger one with wire fences), there's a package left of the entrance, in the corner by the van.

**17** Find the dock facing Leaf Links island. It's opposite the buildings under construction, where Avery Carrington hangs out. Head from his hideout behind the buildings to the west. The package is on the end of the dock, next to the boat (if you've got the roads open).

**18** There's a package at the end of the red steel beam which is sticking out to the west of Avery Carrington's half-finished building. Reach it from the second floor.

**19** A package awaits collection in the narrow alleyway behind the SpandEX building (enter through the gates to find it). This place backs onto the building under construction, and it's where you blew up the vans in the early 'Riot' mission.

**20** From the Malibu, head past the gas tower and onto the beach. Turn left and drive to the wide steps that lead to the pool behind the hotel. The package is in the right rear corner of this area.

**21** Next to the counter in Well-Stacked Pizza (Vice Point) is an easy pickup.

**22** Across the road (northeast) from Well-Stacked Pizza there's a white apartment block on the corner. The package is behind the stairs to the second floor.

**23** Head north from Well-Stacked Pizza and find the jewellery shop on the left – it's only about ten seconds' drive away and is located just before the T-junction. The package you are looking for is behind the shop's counter.





GET OFF MY ROOF Humpback bridges hide surprises...

**24**  
You need to find Mercedes's house – it's next door to the Links View Apartments, and its wall runs along the road that becomes the bridge to Leaf Links itself. The package is by the back door – head along the drive, ignore the ramp and go down the stairs to find it beneath and to the left.

**25**  
Find the apartments across the road (east) from Mercedes's house. Try heading north from Well-Stacked Pizza, past the jewellers and up to the T-junction – that's the building you want dead ahead. It's the scene of your roof top chase, remember? Take the stairs to the roof, turn right, drop to the next roof and turn around. The package is to the side of the sloped rooflet.

**26**  
Looking out from the Pay 'n' Spray next to Links View Apartments, turn left, then right, then right into an alley so you're behind the apartments opposite. Go through the first gap in the fence and look right. The package is in the corner next to the palm tree.

**27**  
On Leaf Links island there's a package under the bridge from the mainland. You can access it from the golf course, but a



JUST BROWSING Hold that man up for cash.

quick (and fully weapons-equipped) way in is this: drive past the club until you see the footbridge above the road, then jump onto the bridge (on foot) from the top of the hill. It seems easier on the left side. Simply follow the hedge to the water's edge.

**28**  
Inside the golf club, find the winding road that seems to stop for no reason. Once you come to the end, look west. There's a bunker up ahead – the package lies within.

**29**  
Along a roughly central vertical line through Leaf Links, about a third of the way up, lies a water hazard. There's a tiny island with a single palm tree on it, and the package is right next to the tree.

**30**  
South of the location above there's a bridge joining the southern island of Leaf Links to the rest. The package is on the bridge.

**31**  
There's a package on the northern-most slot, downstairs at the driving range. It's where you beat that man to death with a golf club for Carrington, you remember? It's situated at the northern extremity of the island.

**32**  
On the tip of the nose-shaped lump that appears to be sniffing Leaf Links island is a huge hotel with raised surroundings. Head up the main stairs and over to the nostril end (west) for the package.

**33**  
At the same hotel as above, locate the swimming pool at the back and climb to the highest diving board. Don't worry: the water's not deep enough to drown in.

**34**  
By the side of a bridge again, this time the one to Prawn Island. It's simply nestled by the railing/pillar on the south side.

**35**  
There's a multi-storey carpark at the west side of North Point Mall – drive in and turn right to find a package on the ground floor.

**36**  
Almost opposite the eastern entrance to the North Point Mall is a large brown and white building. Go up the steps and round the back to find the package.

**37**  
There are two entrances on the north side of North Point Mall, and between them is a deep recess. The package is at the back, tucked out of sight from the pavement.

**38**  
Inside North Point Mall, take the escalators the next floor and make your way to the east side. Here you'll find a shop with 'sale' stickers in the windows – the package is right there on the doorstep.

**39**  
Still upstairs in North Point Mall, go to the



ONE CAREFUL OWNER One suicidal maniac.

south side and find Gash. The package is on a ledge above the escalators inside. Jump over the tables to reach it.

**40**  
Almost directly east of the nose-shaped protuberance above Leaf Links, drive between the hotels and onto the beach. There you'll come across an RC racing track in the sand, and on the sea side of it is a billboard for Jocksport. The package is behind the billboard.

**41**  
As you come onto Prawn Island from the west, take the first right into the crescent and go into the first house on the right, the dilapidated one. To the right as you go in you'll see the top corner of a room has collapsed – use the landing above to drop inside. You should see the package once you're in.

**42**  
In the same crescent, head west from the dilapidated house to the large green one opposite. The package is on the back porch.

**43**  
Coming onto Prawn Island from the west, you'll see an alleyway immediately to your left. Turn down here and cruise along until you find the small lane between them (on your right). The package is at the bottom of this dead-end lane.

**44**  
It's a tricky one, this. The package is on top of the round-ended blue building with 'ears' in the centre of the studios (left of the main entrance). To reach it, find the alleyway that runs off left at the end of the bridge from Vice Point (where you went for number 43), preferably with a PCJ 600. Use the ramp to jump to the next roof, but as slowly as possible to avoid falling into the alley beyond. Back up and use the right-hand ramp to jump to the highest point of the next roof, then ride to the top of the ramp to your right. Line up slightly to the right, pointing directly at the roof with the two 'ears'. Now back right up to the far edge – it's a decent long run up. You must clear the road, land on the nearest roof and keep the nose up to clear the small gap to the



## I'M SURE IT WAS HERE SOMEWHERE

### NORTH POINT MALL

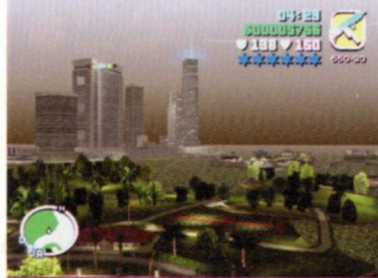
Once you realise this has entrances in every side it gets easier... it's such a large and distinctive building that it makes a great place to start if you're trying to find the smaller nooks and crannies in Vice Point. The large black roof is instantly recognisable from the air, too.

### BLUE-LIT SKYSCRAPER

This is so huge it's visible from almost everywhere, especially at night when the large blue prong is ablaze. If you're flying it's just one great big sign for Downtown.



**KILLEM MALL** The black roof is easily seen in the north.



**LIGHT SCRAPER** Heading Downtown? Aim for this.



next one (your target). Brake hard when you make it and there's your prize.

**45**

Just inside studio C – the first building on the right as you come through the main gates – lies an easy pick up. It's in the dark corner on the left as you go in. Look carefully and it's not too difficult to find.

**46**

As you come onto the second main island from Prawn Island, turn 180 degrees as soon as the railings will let you and drive back along the line of the bridge, underneath it. Cross the road, go onto the grass and turn left along the back of the buildings. There's a package in an alcove further along on the left.

**47**

Drive north along the eastern coast road of the second island, heading through Downtown, until you find the large V.A.J Finance building (it's located on the left, just after a long left hand curve). There's a package tucked tightly alongside the massive sculpture on its forecourt – you can't miss it.

**48**

Look behind the Mars Café, opposite Tacopolypse. Drive down the alley with the

two red and white sawhorses blocking it, then turn back on yourself to find the narrow entrance around the building's other side. The package is in the yard.

**49**

Find the Schuman Health Care Centre in Downtown. It's just East of the V-Rock building and West of Ammu-Nation. The package is in a small underground garage accessible near the parked Ambulance.

**50**

From the entrance to the Downtown fire station, head east to the coast road. The building you want is the one to your left as you reach the junction. Turn left, drive past the front and turn left again towards the steps at the side. Follow them up, head all the way to the back of the decking and turn left once more. The package is inside the office, behind the desks at the south end.

**51**

Find Moist Palms on the sea front, drive underneath (following the main entrance to the carpark behind) and right to the back of the carpark. Turn left towards the jump at the end. The package is behind the jump.

**52**

Drive around the side of the Hyman

Memorial Stadium to the very back, where the package nestles against the wall.

**53**

There's a package inside the red shed on the right as you go in to Phil's Place in Little Haiti. Don't get this place mixed up with City Scrap further south.

**54**

This is a strangely hard one to find. First, find Phil's Place in Little Haiti (it's north of City Scrap, backing onto the sea). Riding away from the entrance, turn left up a small alley next to the blue and white building, the first you see as you leave. Turn left onto cobbles and head straight towards the ocean (west). The package is tucked cunningly behind the corner post where the dock cuts back inland. Be careful not to skid into the sea as the cobbles aren't too grippy.

**55**

Find the alleyway next to the blue and white building in front of Phil's Place, as described above. Head north from it (away from the dock), straight over the road and down another alley past a red and beige building. On the right of the courtyard beyond there are some stairs leading below ground to an unusable door – the package

lies at the bottom of the steps.

**56**

Find Kaufman Cabs, just south of Phil's Place in Little Haiti. Around the back of this yellow building are some two-storey houses. Find the house stairs you need leading from the narrow path between KC and these abodes. The package is at the top of one house's steps.

**57**

Next door to the Well-Stacked Pizza in Little Haiti you'll see Funeraria Romero. Run past it until you spot the tiny little alleyway between it and the next shop – the package is in the courtyard beyond, next to an open grave.

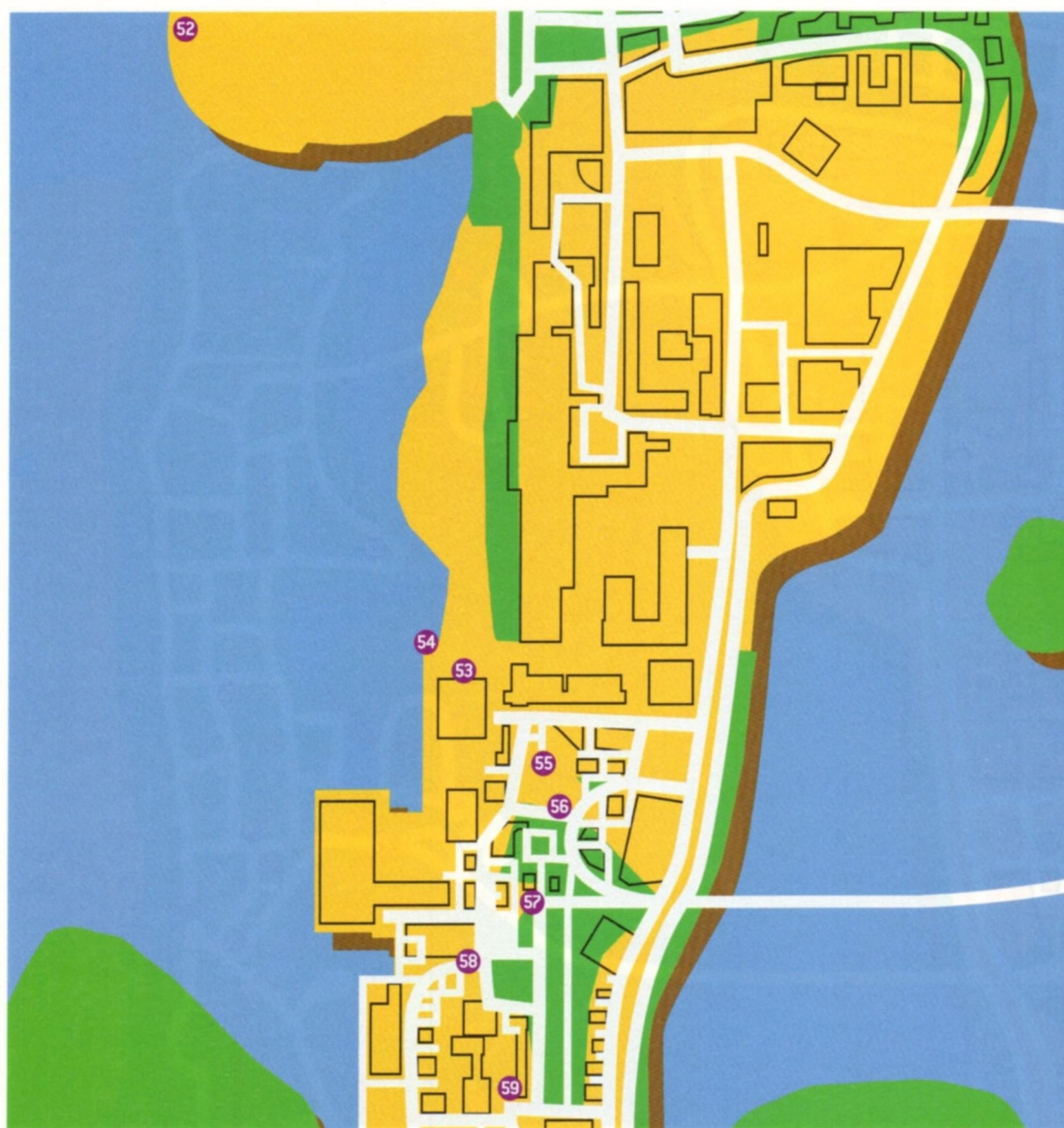
**58**

Find the Print Works in Little Havana; it's yet another yellow building. Ram a PCJ600 up the stairs you will find in the archway under the building, and use then use it to jump across the jagged roofs heading north. Eventually you'll jump a larger construction and land on the next roof along. The package lurks within a clutter of air conditioning units at the far end of that roof.

**59**

In front (east) of the print works is a house





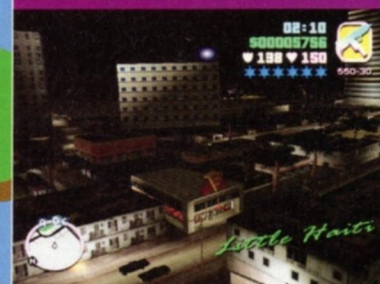
## OOH, I KNOW THIS BIT

### KAUFMAN CABS

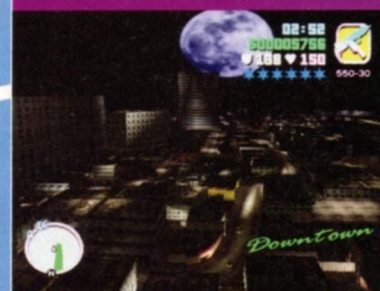
Little Haiti / Little Havana can be really confusing at first, as there aren't a lot of truly different buildings in them. Kaufman Cabs is an obvious exception. It's bright yellow walls make it an important landmark from the air as well as street level. Don't mix it up with the Print Works further south, though – also yellow but long and thin.

### WELL-STACKED PIZZA

Again, the sign on the front and place on the (printed) map does wonders. Head for the rooftops if you're lost.



PIZZA THE HUT See, they're everywhere!



IT WAS ALL YELLOW Kaufman Cabs stands out a mile.

with a defaced billboard in its garden that now says 'Little Haiti: Life's a Bitch'. Below this sign, in the vegetation behind the fence, is the package.

#### 60

From the front (east) side of the print works, head south towards the Bakery & Cafeteria and turn right at the junction. Ahead on the left, just the other side of a T-junction, you'll see a green house. Go up the steps and collect the package from the front door.

#### 61

Carry on up the road from the green house where you found the last parcel, and seconds later you'll see a Laundromat set back from the road on the right. The package is inside.

#### 62

From the same green house in Little Havana as in 60 and 61, take the road south. Then take the first right, and just before the road bears right veer off left. Ahead you can see a row of billboards – drive through the gap in the wall to reach them. Head west to find the package on the inside of the corner.

#### 63

Drive south from the Laundromat in Little

Havana, past the low houses, and go straight on through the alley when the road turns left. Near the end you'll see some bin bags through an opening on the left. You should catch a glimpse of the package in this small yard as you near it.

#### 64

The package is in the doughnut shop where the soldiers stop during the 'Sir, yes sir!' mission. There's a massive 'Exploder' billboard above it – you can't miss it from the main coastal strip.

#### 65

Drive west from the doughnut shop (see 64) to the end of the road. There's a tall building with a red awning around it. Use the obvious stairs to reach the roof. The package is in the corner diagonally opposite where you come up.

#### 66

Pay a visit to Sunshine Autos in Little Havana, and go to the far end of the second floor to find the package.

#### 67

Heading down the main coastal road (east side) towards the docks, you pass a row of low, blue and white apartments on the right. The gaps between them go

grass/tarmac/grass/tarmac. There's a package nestled in the most southern tarmac area between them.

#### 68

Heading into the docks, board the first large container ship on the left using either gangway. The package is on the far side of the ship.

#### 69

Follow the road past the first big container ship as it curves from south to west. On the right, bordering the junction, is the Port Authority Main Building with containers in front. The package is under the sign on the corner, and is visible from the road.

#### 70

Head to the airport, past the Hooker Hotel on your left and underneath the large lane signs for freight and passengers. Take the next left, then left again at the fork. You'll see a large hanger. The package is inside the makeshift office at the north end of it, to the left as you go in the small door.

#### 71

As if you were pulling out of the Pay 'n' Spray in the docks, turn right, go straight across the road and through the gate beyond the lorry. Drive straight to the far

wall keeping right. The package is in front of the buildings there.

#### 72

There are four large storage tanks behind chainlink fencing near the airport, visible from Sunshine Autos. To get in, either follow the airport entrance until you find the Transport Police building (on the right) and drive around the far side of it – this will let you drive right up to the tanks. Alternatively you can break through the barriers of the car park next door (south of it) and use the ramps to jump the fence. The package is in the centre of the tanks.

#### 73

At the southern end of the same parking lot as above are two large articulated lorry containers. There's a package between them, visible from the road. Simply burst through the red and white barriers and go pick it up.

#### 74

When you enter the airport terminal you'll see a health icon up on the balcony. Behind that lies the entrance to gates 1-8 – go through and look in the corner to the right as you get nearer to the next metal detector. The package is right there for you to pick up.





**THE SHORT, ARMED ARM OF THE LAW** The Hunter is deadly, surprisingly fragile and hard to get. But what a reward...

**75**

Go to the right-hand side of the bottom floor of the airport, at the back of the room (airplane side). There's a package lurking behind the wide pillar there, past the northernmost escalator.

**76**

A package lies under the main gear of the most southerly plane on the western gate.

**77**

There's one underneath the plane parked halfway out of a hanger on the west side of the airport.

**78**

Just north of the hangers where you found the last one lies a square building with a control tower and aerial. The package is right behind it.

**79**

Heading straight out of Escobar International, cross into the next airfield and underneath the plane that's crossing the road bridge. Follow the runway around to the left. The package is underneath the plane parked over to the left at the end.

**80**

Using the runway with the plane crossing the road bridge as a run up, use the large blue surf sign as a ramp to reach the roof of Escobar International. The package is in the dip to the right of the rampage.

**81**

Find the Fort Baxter airbase. The package is right behind the main brick sign at the entrance. Be aware that the troops will open fire with highly damaging automatic weapons on sight. It must be something you said...

## STARFISH ISLAND

**82**

As you come onto Starfish Island heading west (from the first island), take the first road on the right. The low wall now on your left is the boundary of the house you want. Head into the garden and over to the pool. The package is in the round Jacuzzi right next to it.

**83**

At Diaz's mansion (later to become yours, of course), find the two pools to the extreme east. They face onto the seafront, and steps lead from the path between them to the dock. Walk down to the dock and find the package on the right of the stairs, tucked back against the wall.

**84**

To the west end of Diaz's mansion are two pools that mirror those to the east (see 83). There's a narrow alley beyond them that separates the mansion from the property next door. It's below ground if you're standing by the pools. The package is in the end towards the sea.

**85**

Heading west along Starfish Island's main road, look for the last house on the right before the junction. Go round the back – you'll see the pool in the shape of the Rockstar logo. The package is up on the back balcony. Just take the stairs.

**86**

As you come onto Starfish Island heading west (from the first island), take the first road on the right. On your right, halfway around the curve, is a house with a purple roof, two driveways and a double garage. The package is right by the front door.

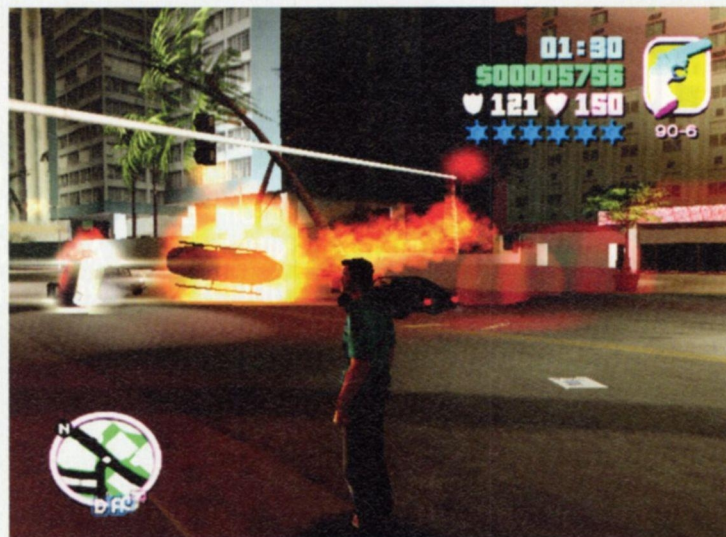
**87**

Head into Little Havana at the junction the Exploder billboard/doughnut shop are on. Drive west past the Rockstar and Sunshine Auto billboards on your right, then turn into the alley just past the Pet Stuffers sign. Turn left before the palm trees and head up the stairs you can see through the small gap ahead. At the top, turn right and drop to the next roof of the next building, then use the stairs to reach the highest level. The tall Kaufman Cabs sign is to the east. Jump onto the walkway in front of it. The package is at the far end.

## USING A BOAT

**88**

Find the roofless wooden platform south west of the first island. There's a rampage in the doorway, the package is to the right.



**IT WAS LIKE THAT WHEN I GOT HERE** Tommy will be beating policeman's choppers in no time with our advice.



**LOOKS LIKE GRAHAM NORTON'S STAYING AGAIN** Rockstar just can't resist a big knob. Note the spurt from the top...

**89**

Northeast of the roofless wooden platform you visited for 88 you'll see a larger hut and behind it some rocks. Land on the north side of the rocks and run to the top. The package is just beyond the crest. Note that you can beach the boat entirely here to provide a safe entry and exit.

## USING A HELICOPTER

**90**

Use the stairs to find the helicopter on the pad above the police station. Note that it's not always there – it seems to depend on what time of day it is. Fly southwest from the police station roof, and journey into Little Haiti. The bright yellow building of Kaufman Cabs is a good landmark to pick out. The flat roof you're looking for is just a few houses to the west of it. You'll find that the package is located just inside a deep recess that could have once been a pool.

**91**

You need to find the blue and white building in Washington Beach – the one wrapped in building sheets. Remember the massive, elegant hotel (the Standing Vice Point) up the strip from the Ocean View? This makes a good

landmark here. Locate the Standing Vice Point and you'll see the building you want to the southwest. Land on the roof for the package.

**92**

Directly opposite the entrance to The Malibu in Vice Point is a tall building with green stripes – there's a package on the roof by the pool. While it's possible to land a helicopter there and claim the package, we've never managed to do it without destroying the chopper. It falls off because there's not enough space to land. Still. Easy come, easy go... >

**93**

If you don't pick up this package during the mission involving Candy and the congressman, you can always land a helicopter in the pool. There's just enough room. It's the first building north of The Malibu in Vice Point, and the package is on the south side of the roof.

**94**

There's a package under the helipad on top of the Vice City News building in Downtown. VCN is right alongside the bridge from Prawn Island and is easily identifiable by the blue and white chopper on top. Drop from the helipad just to the right of the ramp leading from it to claim the package.



# PICK UP THE GUN

VICE CITY IS REALLY JUST ONE MASSIVE WEAPONS CACHE, JUST WAITING TO BE RAIDED. SOME OF THESE MAKE THE DIFFERENCE BETWEEN SUCCESS AND DEATH – FANCY A ROCKET LAUNCHER? A SNIPER RIFLE? A CHAIN GUN? YOU'RE NEARLY UNSTOPPABLE WHEN PROPERLY TOOLED UP. HERE'S THE WHAT AND WHERE.



**2/ MACHETE** It's not that much use, but if you want it you'll find it in the arch of the bridge leading to Starfish Island. That's the Washington Beach end.



**3/ COLT PYTHON** This is well worth having. It's tucked between a building and a wall in Little Haiti – the place under the 'Welcome to Hell' sign, near the red bridge.



**4/ STUBBY SHOTGUN** Find it directly behind the hanger where you save Lance Vance, at City Scrap. It's powerful but the reload's a killer.



**1/ NIGHTSTICK** Inside Ocean Beach police station. Go in, turn left towards the changing rooms and get your gun ready. Going in gives you two stars straight away.



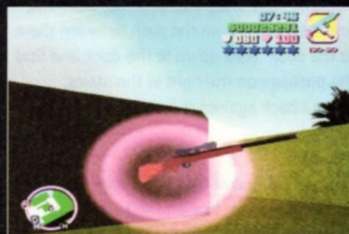
**5/ GOLF CLUB** Amusing and lengthy, the golf club is at... the golf club, just inside the entrance. Gates shut? Jump into the course by the footbridge west of the entrance.



**6/ CLEAVER** Not massive fun unless you're an unhappy chef with barely repressed violent tendencies, but there you go. Behind the pizza place in Washington Beach it is.



**7/ UZI 9MM #1** On Prawn Island there's a crescent with three houses on it. The one in the middle has an A-Team-style van parked in front. The gun's on this one's porch.



**8/ SNIPER RIFLE #1** In the maze by Diaz's mansion. From the rear entrance turn left, first right, left, down to the end then turn right (north). It's on the right at the end.



**9/ BASEBALL BAT** This is pretty much right behind the Ocean View Hotel – note the radar trace here. Head into the narrow lanes behind to find it.



**10/ CHAINSAW** Find the Pay 'n' Spray mid Ocean Beach. Head south from the entrance, take the first left and park up. The building is on your left. Use the steps to the right.



**11/ INGRAM MAC 10** This handy device is lying in the docks, below Little Havana, where anyone could find it. It's between a van and a wall across from the boatyard.



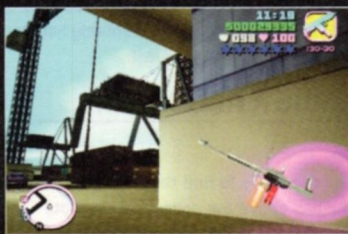
**12/ ROCKET LAUNCHER** It's incredibly easy to get this one from the pool behind Hooker Hotel, right near the airport. Just head through that archway and it's right there.



**13/ BRASS KNUCKLES** In the alley behind your hotel, near the baseball bat. See the blue ring in the distant door? That's the bat. The knuckles are shown in white.



**14/ RUGER** This is serious weaponry and really worth the effort. From the balcony climb/jump onto the back roof of Elswanko Casa, via the small side roofs.



**15/ FLAMETHROWER #1** This is lying around in the west end of the docks, just waiting for someone to pick it up and spurt liquid orange death. Let's face it, it's you.



**16/ M60** Don't go in the base without full armour and a stout car – run over any troops and sprint into the guard tower on the left. The gun's inside on the top floor.



**17/ KNIFE** Behind this posh cafe in Ocean Beach is a knife. If you've just got out of jail or hospital it might be useful. Otherwise, there's no real need to bother with it.



**18/ TECH 9** Go to the north tip of the island opposite Leaf Links and find the river jump ramp. To the side of this ramp is a narrow passage – head behind the houses.



**19/ SPAZ SHOTGUN** Another powerful but slow-loading gun, this is too easy to acquire to ignore. That massive blue surf sign outside Escobar? It's lying behind it.

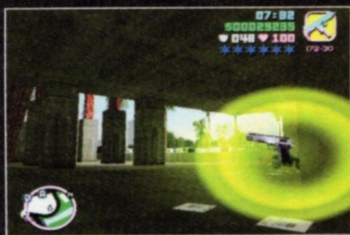


**20/ MOLOTOV COCKTAILS** Perhaps fittingly, these are outside Tacopalypse (best business name ever) in north Downtown, across from the Mars Cafe.



**21/ KATANA** There's a rather grotty-looking house to the west of Diaz's mansion on Starfish Island. There's a katana in garage, just in front of the bike in this shot.

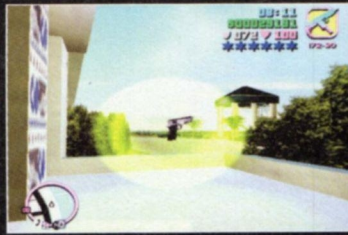




22/ COLT 45 #1 Drive into Avery Carrington's construction site, straight up the wooden board onto the concrete floor and head to the back. You can't miss it.



23/ SHOTGUN It's near your hotel, at least. Find the Washington Mall, drive up the spiral ramp to the roof and head to the lefthand side. It's by the down-ramp.



24/ COLT 45 #2 That little gazebo you can see in the background is the entrance to Pier 2, the place you pick up the colonel's missions from. Easy.



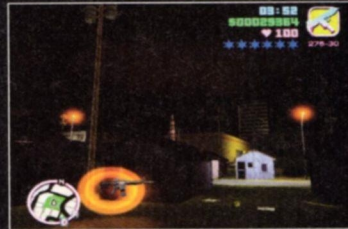
25/ FLAMETHROWER #2 Behind the house where hidden package 85 (see above) is located is a swimming pool in the shape of the Rockstar Logo. Dive on in!



26/ SNIPER RIFLE #2 This lies on the right column of the bridge out of Little Havana. DON'T jump down to it: there's no way off. Use a boat. Or just find the one in the maze.



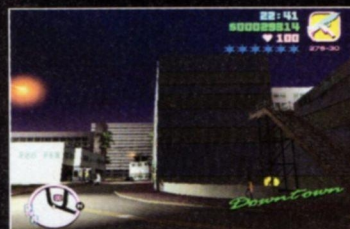
27/ GRENADES From the coastal road through Little Havana, turn off just north of the hospital and look for the basketball courts on the right. They're inside.



28/ M4 Kaufman Cabs makes a great landmark – there it is in the background. The M4 lies just south (no, not the road...) and is definitely worth having.



29/ UZI 9MM #2 Through a narrow gate behind the Pay 'n' Spray in Ocean Beach – the one you get a free paint job from early on – lies this reward. Don't ignore it.



30/ UZI 9MM #3 That low building on the left is the biker bar. The steps on the right lead to Skumole Shack. The yellow circle below is the Uzi. Very handy indeed.



31/ M4 #2 Easily accessible through Little Havana where it backs onto Escobar International. Follow the instructions for package 62 to find it a little to the left.



32/ TEAR GAS This hilarious stuff – not laughing gas quite, but close – can be found in the rear parking lot of the police station in mid Washington Beach.



33/ SHOTGUN #2 We were just talking to her! Anyway, the building behind is the Standing Vice Point, north of Ocean View. Drive towards the sea to find this shotgun.





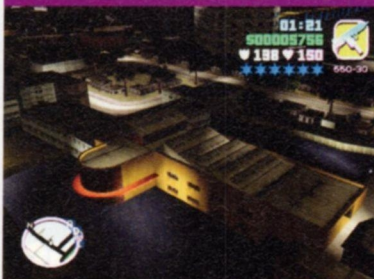
## I THINK THAT WAS THE JUNCTION YOU NEEDED

### THE PRINT WORKS

Technically this is still in Little Haiti, but it borders on Little Havana. It's a good thing to look out for if you're looking for a little Cuban action and need to get your bearings. Its bright yellow walls are visible from some distance, even at night, but don't mistake it for the brighter – and smaller – Kaufman Cabs to the north.

### THE FIRE HOUSE

Downtown can be strangely hard to navigate, but this is easily recognisable and right in the centre.



MAN OF LETTERS The print works. Obvious from the air.



FIRE IT UP The police chopper is directly opposite.



95

A package is perched on top of the most southerly plane on the western gate (the right one as you look from the terminal) at Escobar Airport. Land the chopper on the covered boarding ramp that leads from the airport and use it to reach the top of the fuselage. The package is near to the top engine.

96

Land on the flat roof of the hanger in the southeast corner of Escobar Airport – the building with all the coloured containers

around it. The package is behind the round protuberance at the southern end.

97

Land on the deck of the Chartered Libertine Lines freighter, the western-most container ship in the docks south of Little Havana. The package is next to the western superstructure. Beware the railings: not all of them are solid. You wouldn't want to go running into the water and lose your whole stash of guns, now...

98

Touch down on the end of Escobar Airport's left boarding ramp (as you look from the terminal) to pick up the package.

99

Find the helipad at the south end of Escobar Airport. The package is smack dab in the centre of it.

100

Just a few tens of metres north of the

helipad (99) and the hanger (96) is a round-roofed building of the familiar *GTA III* type. There are three yellow and black ramps next to it. On the top of this hanger is the final package, right at the end.

## IT'S LIKE READER'S WIVES, ONLY WITHOUT THE WIVES

LAST MONTH WE ASKED YOU TO SEND IN your top *Vice City* tips, because with a game this big even we aren't going to find everything. Despite having a warehouse full

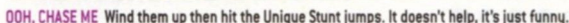


IS THERE A PROBLEM OFFICER? The Daytona-style Stinger is surprisingly fast and nimble. Hang on to them.



GETTING QUITE ANGRY Don't forget you can now bail.





**FUN FOR EVEN THE MOST HOPELESSLY INEPT.**







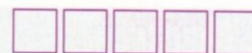



**HOLY TRUCK** Have you tried this in a De Lorean?

We want to know your best *Vice City* tricks. Found a sneaky way around a mission? An outrageous stunt? Weird glitch or strange occurrence? A new cheat? Write in and tell us all about it! And the author of the best one wins a free game and gets published, so get writing. Either write to PSW, 78 Renwick St, Redfern NSW 2016, Australia, or email [psw@next.com.au](mailto:psw@next.com.au) with the subject line 'Vice City weirdness'. The more cunning, the better.



# MINI TIPS



ALREADY BORED OF YOUR CHRISTMAS GAMES? INCREASE THEIR LIFESPAN BY LITERALLY MINUTES WITH THESE CHEATS!

## MADDEN NFL 2003



### UNLOCK BARRY SANDERS! YES, REALLY!

#### MUMMIES TEAM

Use a memory card with a saved file from an EA Sports racing game to unlock the Mummies team.

#### INFINITE CREATION POINTS

Go to "Rosters", then choose "Edit Player". Select the players that you want to be rated 99. Go to his attributes, then increase everything.

#### BARRY SANDERS

Get a gold rank in the RB Ground Attack drill in mini-camp mode on the All-Madden level to unlock Barry Sanders.

#### DEION SANDERS

Get a gold rank in the DB Swat drill in mini-camp mode on the All-Madden level to unlock Deion Sanders.

#### KEVIN BUTLER

Get a gold rank in P-Coffin Corner Punt in mini camp mode on the All-Madden level to unlock NFL star Kevin Butler.

#### MIKE DITKA

Simply have a saved game file from another EA Sports football game on your memory card.

#### MIKE SINGLETARY

Get a gold rank in the LB Chase and Tackle drill in mini-camp mode on the All-Madden level to unlock Mike Singletary.

#### DODGE CITY STADIUM

Have a saved game file from another EA Sports football game on your memory card.

#### MARSHALS SECRET TEAM

Have a saved game file from another EA Sports football game on your memory card.

#### THANKSGIVING COMMENTARY

Set the system date to the third Thursday in November.

#### CHRISTMAS COMMENTARY

Set the system date to 25 December to hear John Madden say "Merry Christmas to all".

#### NEW YEAR'S COMMENTARY

Set the system date to 1 January.

#### CHEERLEADER AND PUMP UP CROWD CARDS

Successfully complete the "Game Situation" challenges in mini-camp mode.

## RED FACTION 2

ENTER THESE CODES AT THE CHEATS SCREEN WITHIN THE OPTIONS MENU TO MAKE THINGS A LITTLE EASIER

#### CHEAT MODE

Enter  $\Delta$ ,  $\Delta$ ,  $\times$ ,  $\times$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$

#### ALL CHEATS

Enter  $\square$ ,  $\square$ ,  $\Delta$ ,  $\square$ ,  $\square$ ,  $\times$ ,  $\Delta$ ,  $\times$

#### LEVEL SELECT

Enter  $\square$ ,  $\square$ ,  $\times$ ,  $\Delta$ ,  $\square$ ,  $\square$ ,  $\times$ ,  $\times$

#### INFINITE AMMUNITION

Enter  $\square$ ,  $\Delta$ ,  $\times$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\times$ ,  $\Delta$

#### INFINITE GRENADES

Enter  $\square$ ,  $\times$ ,  $\square$ ,  $\square$ ,  $\times$ ,  $\square$ ,  $\times$ ,  $\square$

#### SUPER HEALTH

Enter  $\times$ ,  $\times$ ,  $\square$ ,  $\Delta$ ,  $\square$ ,  $\Delta$ ,  $\square$

#### WALKING DEAD

Enter  $\times$ ,  $\times$ ,  $\times$ ,  $\times$ ,  $\times$ ,  $\times$ ,  $\times$ ,  $\times$

#### ALTERNATE DEATHS

Enter  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$

#### RAPID RAILS

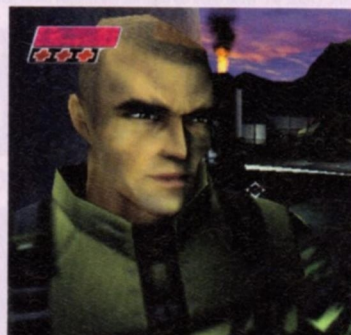
Enter  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\times$ ,  $\times$ ,  $\Delta$ ,  $\Delta$

#### GIBBY EXPLOSIONS

Enter  $\Delta$ ,  $\square$ ,  $\times$ ,  $\square$ ,  $\Delta$ ,  $\square$ ,  $\times$ ,  $\square$

#### EXPERT MODE

Enter  $\square$ ,  $\times$ ,  $\square$ ,  $\Delta$ ,  $\square$ ,  $\times$ , Square,  $\Delta$



## BURNOUT 2: POINT OF IMPACT

#### CHEAT MODE

Unlock any cheat and the "Cheat Mode" selection will appear at the options screen. Note: races will not be counted as wins with any cheat activated.

#### INVULNERABILITY

Complete all Grand Prix Championships with gold medals to unlock the "Invulnerability" option in the "Cheat Mode" menu.

#### RUNAWAY

Complete Crash mode with all gold medals on all fifteen tracks to unlock the "Runaway" option at the "Cheat Mode" menu. This is a free-play type Crash mode with no goals or brakes enabling you to cause maximum mayhem.

#### FACE OFF

Win all the face offs in the first championship.

#### CUSTOM CHAMPIONSHIP

Get all gold medals in every race and win everything in the first championship to unlock the Custom Championship.

#### 1997 ECLIPSE AND 2001 FOCUS SVT

Complete the Custom championship two times and get best score possible in the races to unlock the 1997 Eclipse and 2001 Focus SVT.

#### TWO PLAYER PURSUIT MODE

Successfully complete Pursuit 3 to unlock two player pursuit mode, which can be switched on or off in the Cheat menu.



## TY THE TASMANIAN TIGER



#### ZOOMERANG

Collect ten golden cogs to unlock the Zoomerang.

#### MULTIRANG

Collect twenty golden cogs to unlock the Multirang.

#### INFRARANG

Collect thirty golden cogs to unlock the Infrarang.



## ROBOTECH: BATTLECRY



### GET MORE FROM THIS ROBO-BLASTER...

#### CHEAT MODE

At the main menu, select the "New Game" option. Then, hold **L1** + **L2** + **R1** + **R2** and quickly press **△**, **□**, **○**, **×**, **△**, **□**, **○** to display the cheat entry screen. Enter one of the following codes to activate the corresponding functions.

#### LEVEL SELECT

Enter "WEWILLWIN" as a code.

#### INVINCIBILITY

Enter "SUPERMECH" as a code.

#### ALL MULTI-PLAYER LEVELS

Enter "MULTIMAYHEM" as a code.

#### ALL PAINT SCHEMES

Enter "MISSMACROSS" as a code.

#### ALL VERITECHS AND MEDALS

Enter "WHERESEX" as a code.

#### ONE-HIT KILLS WITH GUNPODS

Enter "BACKSTABBER" as a code.

#### ONE-HIT KILLS IN SNIPER MODE

Enter "SNIPER" as a code.

#### GUNPODS REFRESH QUICKER

Enter "SPACEFOLD" as a code.

#### MISSILES REFRESH QUICKER

Enter "MARSBASE" as a code.

#### BOTH GUNPODS AND MISSILES REFRESH QUICKER

Enter "MIRIYA" as a code.

#### UPSIDE DOWN MODE

Enter "FLIPSIDE" as a code.

#### DISABLE ACTIVE CHEATS

Enter "CLEAR" as a code.

## NBA LIVE 2003



### PLAY AS B-RICH

Enter the create-a-player screen and enter "DOLLABILLS". A message should appear. B-Rich will appear in the free agent pool. Select the "Sign/Release Player" option to get him on your team.

### PLAY AS BUSTA RHYMES

Enter the create-a-player screen and enter "FLIPMODE" as a name. A message should appear. Busta Rhymes will appear in the free agent pool. Select the "Sign/Release Player" option to get him on your team.

### PLAY AS DJ CLUE

Enter the create-a-player screen and enter "MIXTAPES" as a name. A message should appear. DJ Clue will appear in the free agent pool. Select the "Sign/Release Player" option to get him on your team.

### PLAY AS GHETTO FABULOUS

Enter the create-a-player screen and enter "GHETTOFAB" as a name. If you entered the code correctly, a message will appear. Ghetto Fabulous will appear in the free agent pool. Select the "Sign/Release Player" option to get him on your team.

### PLAY AS HOT KARL

Enter the create-a-player screen and enter "CALIFORNIA" as a name. If you entered the code correctly, a message will appear. Hot Karl will appear in the free agent pool. Select the "Sign/Release Player" option to get him on your team.

### PLAY AS JUST BLAZE

Enter the create-a-player screen and enter "GOODBEATS" as a name. If you entered the code correctly, a message will appear. Just Blaze will appear in the free agent pool. Select the "Sign/Release Player" option to get him on your team.

## HITMAN 2: SILENT ASSASSIN

### LEVEL SELECT

At the main menu, press **R2**, **L2**, **△**, **□**, **○**.

### LEVEL SKIP

While playing a game, press **R2**, **L2**, **△**, **□**, **○**, **×**, **△**, **□**, **○**, **×**.

### INVINCIBILITY

While playing a game, press **R2**, **L2**, **△**, **□**, **○**, **×**, **R2**, **L2**, **R1**, **L1**.

### ALL WEAPONS

While playing a game, press **R2**, **L2**, **△**, **□**, **○**, **×**, **△**, **□**, **○**, **×**.

### FULL HEALTH

While playing a game, press **R2**, **L2**, **△**, **□**, **○**, **×**, **△**, **□**, **○**, **×**.

### LETHAL CHARGE

While playing a game, press **R2**, **L2**, **△**, **□**, **○**, **×**, **△**, **□**, **○**, **×**.

### MEGAFORCE

While playing a game, press **R2**, **L2**, **△**, **□**, **○**, **×**, **R2**, **L2**, **R1**, **L1**. Restart the level to disable the effects of this code.

### BOMB MODE

While playing a game, press **R2**, **L2**, **△**, **□**, **○**, **×**, **△**, **□**, **○**, **×**.

### NAILGUN MODE

While playing a game, press **R2**, **L2**, **△**, **□**, **○**, **×**, **L1**, **L1**. Weapons will pin people to walls when this code is activated.

### PUNCH MODE

While playing a game, press **R2**, **L2**, **△**, **□**, **○**, **×**, **△**, **□**, **○**, **×**.

### SILENCED BALLERS

Get a "Silent Assassin" ranking on any mission to unlock the Silenced Ballers.

### SAWN OFF SHOTGUN

Get a "Silent Assassin" ranking on any two missions to unlock the Sawn Off Shotgun.



## LORD OF THE RINGS: THE TWO TOWERS

### RESTORE HEALTH

Pause the game, then hold **L1** + **L2** + **R1** + **R2** and press **△**, **□**, **○**, **×**, **△**. If you entered the code correctly, you will hear the sound of a sword.

### INVINCIBILITY

Pause the game, then hold **L1** + **L2** + **R1** + **R2** and press **△**, **□**, **○**, **×**, **△**. If you entered the code correctly, you will hear the sound of a sword. Note: The game must be completed first before this code can be enabled.

### INFINITE MISSILE WEAPONS

Pause the game, then hold **L1** + **L2** + **R1** + **R2** and press **△**, **□**, **○**, **×**, **△**. If you entered the code correctly, you will hear the sound of a sword. Note: The game must be completed first before this code can be enabled.

must be completed first before this code can be enabled.

### DEVASTATING ATTACKS

Pause the game, then hold **L1** + **L2** + **R1** + **R2** and press **△**, **□**, **○**, **×**, **△**. If you entered the code correctly, you will hear the sound of a sword. Hold **△** during battles to do devastating attacks. Note: The game must be completed first before this code can be enabled.

### ALL COMBO UPGRADES

Pause the game, then hold **L1** + **L2** + **R1** + **R2** and press **△**, **□**, **○**, **×**, **△**. If you entered the code correctly, you will hear the sound of a sword. Note: The game must be completed first before this code can be enabled.



## THE SCORPION KING

### UNLOCK MORE OF THE ROCK...

#### ALL BONUSES

Pause the game and then press **△**, **□**, **○**, **×**, **△**, **□**, **○**, **×**, **R2**.

#### MEAT CLUB

Unlock the one-handed weapons bonus, then pause the game and type **△**, **□**, **○**, **×**, **△**, **□**, **○**, **×**, **R2** to unlock the Meat Club.

### MINOTAUR

Unlock the one-handed class weapons bonus, then pause the game and press **△**, **□**, **○**, **×**, **△**, **□**, **○**, **×**, **R2** to unlock the Minotaur.

### FULL HEALTH AND WEAPONS

Stave off your inevitable death by pausing the game and then pressing **△**, **□**, **○**, **×**, **△**, **□**, **○**, **×**, **R2**.



DVD



## BEND IT LIKE BECKHAM

FEELGOOD COMEDY WITHOUT THE CLOYING SENTIMENTALITY.  
NICE ONE!

### DISC INFO

#### Starring

Parminder K. Nagra  
Keira Knightley  
Jonathan Rhys-Myers

#### Director

Gurinder Chadha

#### Rating

PG

#### Genre

Comedy Drama

#### Studio

Fox

#### WHY DAVID BECKHAM? MAN UTD AREN'T EVEN A

London team. Why not pick some gallant struggler like Fulham or even, god bless 'em, West Ham! And before someone pipes up with "but NO ONE can bend it like Beckham", sure as hell they can, take Henry or Zola. And minus points for style, gentleman this is not attractive man nor in anyway a fashion role model. The 'Beckham' has all the appeal of the 'mullet' and MUST be systematically destroyed even if it is myself and my trusty scissors destined to do the job. Having said that, the ridicule placed upon "Mr David Beckham" by the Bhamra family makes him the perfect namesake for the film.

Director Gurinder Chadha uses the restrictive nature of families to balance drama with humour, and unlike her past films, throws in some action to boot. While success is due to the skill and determination of the production/direction team, a well-selected cast rounds off this production. It is clear that Chadha has not gone straight for the failing of using box office names to sell the story but to actors who portray the roles honestly and naturally. Knowing nothing of Parminder K. Nagra before this film (apparently there is not much except some television work) it is refreshing to see an actor comfortable within the role who has obviously

done some background work. Not a footballer, she does well to fake it. Johnathon Rhys-Myers is virtually unrecognisable minus the velvet and glitter and instead, in an uncommon role for him, plays an 'average Joe'. It works and will hopefully encourage others to cast him in comparable roles.

#### EXTRAS

It seems only one in ten audio commentaries are actually worth listening to. So why do they persist on having them? The train of thought is that they're giving background to the film, but surely that is why they have employed the second film crew to do the behind-the-scenes documentary. In this case these two features cross each other out, doubling up on the information. My pick of the two is the doco where we actually see those girls kick the balls, instead of the overly chatty audio commentary. If you're feeling game you can always learn to cook Aloo Gobi.

#### VERDICT

Everything about *Bend it like Beckham* has been well timed right down to the release date. While the world went mad during the soccer World cup 2002, an interested and eager audience all mad to grab hold of soccer fever flocked to see a little known



film about a girls' soccer team, the perfect marketing ploy. This is however a prime example of what made the film successful, not only in the box office but cinematically as well. Timing, attention to detail and understanding of the audience.

★★★★★ Vanessa Morgan







## HELLSING VOL.1

**Starring** George Nakata **Director** Yasunori Urata **Rating** M15+ **Genre** Anime **Studio** AV Channel

The Hellsing Organisation is here to save our soul and for once it's not from alien forces. Instead humanity is threatened by the undead and they have a unique twist on how to protect us: artificially spawned vampires breed to protect the world from the shadows. The humour in Hellsing is dark and easy to miss through the flashes of blood soaked screens. Catholic versus Protestant vibes permeate the series, which may be easier to ignore if you're not up to date on your English history. Otherwise the glowing crosses and long trench coats may just come across as Gothic ambience. Rookie vampire Victoria is unusual in this mismatch of crosses and colour, she is overly 'peppy' in this sometimes overly serious program but I loved her anyway!

### EXTRAS

As we've come to expect with anime series Hellsing is devoid of interesting extras. The concept gallery is worth a look but only if you have a few minutes up your sleeve.

### VERDICT

This stylish vampire-on-vampire action is definitely worth a look.

★★★★★ Vanessa Morgan



## RABBIT PROOF FENCE

**Starring** Evelyn Sampl **Director** Phillip Noyce **Rating** PG **Genre** Drama **Studio** Magna Pacific

Three young Aboriginal girls are dragged 15,000 miles to a white assimilation facility, their only thought being to escape and return to their mother. Beautifully shot, *Rabbit Proof Fence* pulls at the heartstrings almost to the point of distraction. Yet it's the girls' natural wide-eyed responses that lend this story its heart. Despite depicting some of the darkest moments of our history, *Rabbit Proof Fence* is a positive look at the strength of kin.

### EXTRAS

The second disc is a must for any Australian history buff. The highlight is the no holds barred behind-the-scenes documentary of the difficulties faced when filming three young girls in the harsh deserts of Australia.

### VERDICT

*Rabbit Proof Fence* is an important story about Australia's past.

★★★★★ Vanessa Morgan



## EXCEL SAGA

BONKERS SUPER-HAPPY PARODY AHOY! JUST DON'T TRY TO UNDERSTAND WHAT'S GOING ON.

**Starring** Takehito Koyasu, Omi Minami, Rikado Koshi **Director** Shinichi Watanabe **Rating** PG **Genre** Comedy Anime **Studio** AV Channel

*Make it stop, Make it stop, Make it stop!*

*[Deep breath.]*

*We now return you to your regular scheduled viewing. We apologise for any inconvenience caused.*

After checking that my drink has not been spiked and I am assured that what I am viewing is not the result of myriad illegal substances [at least not from my side of the screen], I will endeavour to examine one of the most demented and frantic anime series ever created.

Be it anime we expect idiosyncrasies, but *Excel Saga* takes us to a new level. This is *heppoko* [silly] anime to the max. With a relaxed view to the main character's life or death[s], a la *South Park*'s Kenny, the non-sequential narrative sometimes lapses into a weather report, warning of controversial statements or 'pretty' pictures to divert our attention from the impending violence.

*Excel Saga* is the ultimate parody of anime and manga. Often self-referential, each episode parodies a different style and a different genre, be it science fiction, romantic comedy, sports saga, horror, magical-girl story, etc. Nothing is sacred in the world of *Excel Saga*.

I have always preferred subtitles but *Excel Saga* may be one to opt for the English version simply because very few people can read that rapidly. This

girl can talk and FAST. Luckily the voice acting is quite good. *Excel Saga* is demanding on the viewer and after one episode most will be left exhausted. Make sure the remote is close by and be prepared to pause, rewind and sometimes start from the beginning. This is not a show to have on in the background it will demand you full attention.

With narrative often thrown out the window the characters are of utmost importance. Excel ["first name Excel, last name Excel, Excel for short"], Hyatt, the Martian Princess, and Excel's next meal, a dog she calls Menchi [translated it means mince meat], the cast is as strong as it is strange. Of course there is also the quintessential bad guy in Lord Illpalazzo. Broad shoulders, flowing silver hair and the non-moving expression he rounds off the secret ideological organisation of ACROSS [total membership: 2 and a bit].

### EXTRAS

The cover lists the variety of "special features" but to me there is only one extra and it makes up for any insufficiencies. The Vid-notes are what can only be described as pop up crib notes. For the Otaku, or for those just trying to decipher the madness, these pop up dialogue boxes are informative and amusing (REMEMBER REMOTE IN HAND ALWAYS). Some are likely to make some people wet themselves, so people put plastic down if you have visits over to view this disc. Make sure you check out the English credits for in-house jokes!

### VERDICT

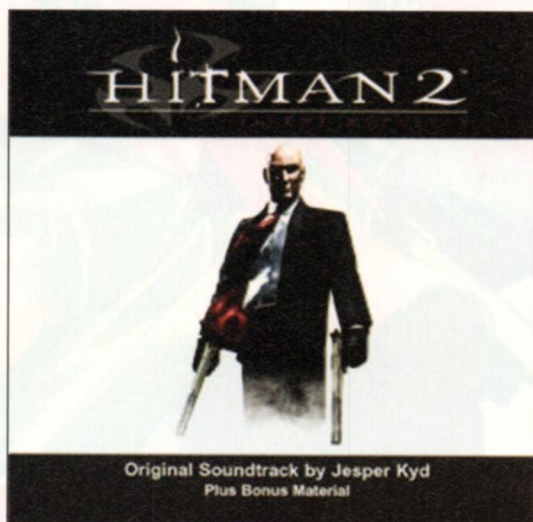
The devoted anime fan is really the one that will get the most from this series. Most will miss the humour, even with the vid notes, if they are not aware of what is being parodied. If you are game to take on this series, sit back, relax, YOU ARE NOT HALLUCINATING!!!!

★★★★★ Vanessa Morgan





# SOUND STATION



## HITMAN 2: SILENT ASSASSIN

■ Label: Lynne Music  
■ Composer: Jesper Kyd  
■ CDs: 1  
■ Verdict:

★★★★★

With the *Hitman 2* OST, composer Jesper Kyd has skillfully fused elements of electronica and symphonic noir to create one of the most bleak and relentlessly dramatic game soundtracks we've heard in a very long time.

Every single one of the CD's 22 tracks exudes a dark, almost oppressive morbidity that suits the ruthless and methodical persona of Agent 47 perfectly. Standout tracks include the ominous 47 Makes a Decision, the electronically ambient Exploration and – of course – the truly awesome Main Title. Those in search of a different kind of game OST would definitely do well to give this little gem a look. It is superb.



## KINGDOM HEARTS

■ Label: Toshiba EMI  
■ Composer: Yoko Shimomura  
■ CDs: 2  
■ Verdict:

★★★★★

It's quite obvious from her work on *Parasite Eve* and *Legend of Mana* that Yoko Shimomura is one of the most talented composers on the Japanese game music scene, so it's really quite a travesty that

her name had to be attached to this joke of an OST. Much like the game itself, the *Kingdom Hearts* soundtrack is more Disney than Square and many of the 76 tracks available on this double CD set are really nothing more than annoying remakes of what were already grating pieces of music in the first place. Under the Sea in particular is likely to make you hate music for good. Avoid this at all costs.

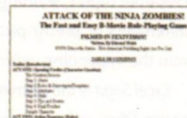
# SCORPION'S BOOKMARKS

favourite websites of your favourite PS2 characters



### Attack of the Ninja Zombies!

<http://www.greebopunk.com/Projects/NINJAZ02.htm>



Being an undead ninja himself, Scorpion finds this particular internet site most intriguing. From what Scorpion can ascertain, it

apparently details some kind of drama game whereby people pretend to be 'ninja zombies' and interact with each other in this assumed role. Scorpion does not understand why these persons think that the eternal torment of the undead is something for enjoyment, but he aims to find out.

### The Realm of Warriors

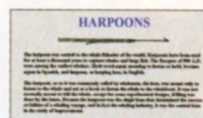
<http://mkwarriors.net/>



Although Scorpion likes to do his own reconnaissance before battle, The Realm of Warriors would be most useful for anyone else wishing to find out more about the warriors who participate in Mortal Kombat. Scorpion notes that this internet site contains biographies on all the warriors who have recently participated in the tournament – including Scorpion himself. Would-be foes should note that this information will not help in defeating Scorpion. Scorpion will live until vengeance is his.

### Harpoons

<http://www.whalecraft.net/Harpoons.html>



The harpoon-toss is one of Scorpion's most famous techniques, it is not without interest that he reads a site such as this that details the history of his preferred weapon. Of course, the harpoons detailed on this internet site are not exactly the kind Scorpion uses, but there is still some useful information here that Scorpion may employ to further improve his technique.

### Skulls Unlimited

<http://www.skullsunlimited.com/>



It is a well-known fact that Scorpion has but a skinless skull for his head. As such, Scorpion needs a skull resource in case his skull should be cracked, dented or otherwise damaged. This internet site is just such a resource, with many hints on how to keep a skull in perfect condition as well as a large variety of skulls that Scorpion might buy as a replacement should anything undesirable happen to his own. Flame spitting attachments are, however, unfortunately unavailable.



# INCOMING!

GAMES CURRENTLY WINGING THEIR WAY TO PS2

TITLE	PUBLISHER	TYPE
<b>FEBRUARY</b>		
All Star Baseball 2004	Acclaim	Sports
ATV Quad Power Racing 2	Acclaim	Racing
Battlebots	THQ	Fighting
Battle Engine Aquila	Infogrames	Action
Capcom Fighting All Stars	THQ	Fighting
Def Jam: Vendetta	Electronic Arts	Fighting
Disney's Jungle Book 2	Ubisoft	Action Adventure
Everblue 2	THQ	Adventure
Evil Dead 2	THQ	Action Adventure
Evolution Skateboarding	Infogrames	Sports
Frogger Beyond	Infogrames	Arcade
Grand Prix Challenge	Infogrames	Racing
Gremlins	Red Ant	Action
Groove Rider	Acclaim	Racing
Inspector Gadget	Red Ant	Adventure
Jimmy Neutron Boy Genius	THQ	Adventure
Midnight Club 2	Take 2	Racing
Mortal Kombat: Deadly Alliance	Acclaim	Fighting
NBA 2K3	Infogrames	Sports
Pacman World 2	Sony	Platformer
Primal	Sony	Action Adventure
Risk: Next Generation	Infogrames	Strategy
Shrek Party	TDK	Action
Space Channel 5 Pt 2	Sony	Rhythm Action
Speed Kings	Acclaim	Racing
Suikoden 3	Infogrames	RPG
Tennis Master Series 2003	Red Ant	Sports
Wild Arms 3	Ubisoft	RPG
World of Outlaws: Sprintcars	Infogrames	Racing
<b>MARCH</b>		
Batman: Dark Tomorrow	Acclaim	Action Adventure
Centre Court	THQ	Sports
Choplifter	THQ	Action
Contra: Shattered Soldier	Infogrames	Action
Dark Angel	Vivendi	Action
Dark Chronicle	Sony	RPG
Devil May Cry 2	THQ	Action Adventure
Die Hard: Vendetta	Vivendi	Shooter
Dragon's Lair	THQ	Action Adventure
ET: Return to the Green Planet	Ubisoft	Action Adventure
Indiana Jones/Emperor's Tomb	Electronic Arts	Adventure
International Golf Tour	THQ	Sports
Metal Gear Solid: Substance	Infogrames	Adventure
Moto GP 3	Sony	Racing
NBA Street 2	Electronic Arts	Sports
NHL 2K3	Infogrames	Sports
Nickelodeon Party Blast	Infogrames	Action
Pride FC	THQ	Fighting
Rayman: Hoodlum Havoc	Ubisoft	Platformer
RTX Red Rock	Electronic Arts	Adventure
Spongebob: Flying Dutchman	THQ	Action
Starsky & Hutch	Vivendi	Action Adventure
Tenchu: Wrath of Heaven	Activision	Action Adventure
The Mark of Kri	Sony	Action
War of the Monsters	Sony	Action
XIII	Ubisoft	Shooter
Zapper	Infogrames	Platformer
<b>APRIL</b>		
J McGrath Supercross 2003	Acclaim	Racing
Jurassic Park	Vivendi	Strategy
Mace Griffin Bounty Hunter	Vivendi	Shooter
Malice	Vivendi	Platformer
Mercedes Benz World Racing	TDK	Racing
NFL 2K3	Infogrames	Sports
Rainbow Six: Raven Shield	Ubisoft	Shooter
Robocop	Interplay	Shooter
Shox	Electronic Arts	Racing
Silent Hill 3	Infogrames	Adventure
Splinter Cell	Ubisoft	Action Adventure
The Lost	Ubisoft	Action Adventure
Tomb Raider: Angel of Darkness	Infogrames	Action Adventure
Vexx	Acclaim	Platformer
Zone of the Enders 2	Infogrames	Action
<b>MAY</b>		
Blood Rayne	Vivendi	Shooter
Gladius	Electronic Arts	Fighting
Shinobi	Sony	Action
True Crime: Streets of LA	Activision	Action Adventure

**DIRECT HIT!**  
TENCHU: WRATH OF HEAVEN  
Distributor: Activision  
Type: Stealth



Before secret agents, the master of stealth kills was the ninja. They didn't rely on high-tech gadgets to do the work for them; they used guile, cunning and a really long sword to "drop" their targets before disappearing into the night. Which explains why we like *Tenchu* and why, after checking out preview code this month, we can't wait for this third instalment in the series. Two words: co-op mode.



**DIRECT HIT!**  
MIDNIGHT CLUB 2  
Distributor: Take 2  
Type: Racing



From the makers of Grand Theft Auto: Vice City! We bet that's how Rockstar will market the sequel to one of the PS2's worst (and yet inexplicably popular) titles to date. Still, at least this looks far more promising than the dismal first outing, with a whole new engine and - hopefully - plenty of lessons learned. We have reservations, but then we're naturally like that.



inform charts

**inform**

**The Official Australian Games Chart**

Compiled by Inform in association with IEAA

W/E 19 JAN 2003

**TOP 20**

**Best Selling Full Price PlayStation2 Games (over \$50)**

1	◆	GTA: Vice City	Adventure
2	◆	Lord Of The Rings Two Towers	RPG
3	◆	The Getaway	Adventure
4	▲	Harry Potter Chamber Of Secrets	Adventure
5	▼	Kingdom Hearts	Adventure
6	▲	Bond 007: Nightfire	Action
7	▲	Dragonball Z: Budokai Fighters	Action
8	▼	V8 Supercars	Racing
9	▲	WWE Smackdown 4 Shut Your Mouth	Sports
10	▲	Red Faction 2	Action
11	▼	Grand Theft Auto 3	Adventure
12	▲	Need For Speed Hot Pursuit 2	Racing
13	▼	Medal Of Honor: Frontline	Action
14	▼	Tony Hawk's Pro Skater 4	Sports
15	▲	Tom Clancy's Ghost Recon	Strategy
16	▼	Ratchet & Clank	Adventure
17	◆	Robotech: Battlecry	Action
18	◆	Spyro: Enter The Dragonfly	Adventure
19	▲	AFL Live 2003	Sports
20	◆	Final Fantasy X	RPG

★ New Entry ◆ Non Mover ▲ Up from last week ▼ Down from last week

Charts can be viewed at  
[www.informbd.com.au](http://www.informbd.com.au) as part of



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PSW DELIVERS: ■ THE BIGGEST PS2 GAMES FIRST – GUARANTEED ■ RAZOR-SHARP, TOP QUALITY FOOTAGE ■ MOVIES, MULTI-ANGLE AND PROFESSIONAL COMMENTARY – NO OTHER DISC HAS THESE!  
PSW DOES NOT: ■ MISLEAD YOU WITH FAKE EXCLUSIVES ■ USE PC AND XBOX GAME CLIPS – SHAMEFUL ■ MAKE YOU WATCH OUR UGLY FACES ■ SUCK UP TO ANYONE!

## Welcome

Let our DVD take you on an emotional rollercoaster.



Graham Smith  
Disc Editor

Can you feel it? Can you feel it? Can you feel it? Can you feel the goosebumps perking up on your exposed flesh? That'll be the winds of change. It's nice to see the old man of adventure back where he belongs. Not that I'm averse to

the female rear. I've gazed longingly at Lara's succulent rump as much as the next man, but there's just something reassuringly right about Indy dusting off artefacts, punching Nazis and arousing women. It just takes a few seconds of that eternally familiar daa, da-da-daaa theme tune to get the adrenalin pumping. Then we'll keep that adrenalin flowing with fear (*Silent Hill 3*), suspense (*Tenchu 3: Wrath of Heaven*), desire (*Primal* – special feature), exhaustion (*Contra*), nostalgia (*Shinobi*), intrigue (*SOS: The Final Escape*), aggression (*Legends of Wrestling 2*), and curiosity (*The Sims*), as we take you through the full gamut of PS2-inspired emotions. Phew.



## INDIANA JONES AND THE EMPEROR'S TOMB

IT'S IN THE EXCLUSIVE SECTION

All it takes is that familiar wu-tish as he cracks his whip to know the man is back. He's probably the greatest big screen adventurer but for too many years he's let Lara Croft have all the glory on PlayStation. That's about to

change as our intrepid adventurer goes in pursuit of the heart of the dragon. When he's not being slapped by a feisty female he's being slapped by a goose-stepping goon. With nothing on PS2 picking up where *Tomb*

*Raider* left off we're just happy to have a decent action adventure. But, as you'll see from this month's exclusive footage *Indiana Jones and The Emperor's Tomb* is already looking much, much more than decent.



## TENCHU 3: WRATH OF HEAVEN

IT'S IN THE EXCLUSIVE SECTION

Silenced pistols, night vision goggles, Nike Air soles, poison darts, surveillance maps, telescopic sniper rifles, yoga videos. The world of the modern stealth operative is a bit too easy. While technology has moved into the realms of almost being able to simply imagine someone dead, the guards still clumsily light up fags in the dead of night, leave their back unguarded while they shuffle about trying to stay warm and need to almost touch your nose before they realise: "Hey, you're not Dave!" It wasn't like this in the old days. If you wanted to snap necks, slit throats and pistol whip heads you had to first become a fully qualified ninja. Years of painting fences and standing on one leg without falling over was required before you could get your ninja stars. This was how the true Gods of stealth learned to stalk their prey. With *Tenchu 3* we can all learn the true art of silent death. You see, it's not simply a matter of shaving your head and looking hard.



## SILENT HILL 3

IT'S IN THE EXCLUSIVE SECTION

The scariest, most disturbed game in PlayStation history is back. Prepare yourself for a bowel-churning, sphincter-tightening experience. It's dark, eerie and menacing. And then the monsters appear. Nothing on PS2 compares to the grotesque, twisted creatures stalking young Heather on the most terrifying shopping trip since that first underage visit to buy some fags.



## ZONE OF THE ENDERS 2

IT'S IN THE EXCLUSIVE SECTION

The genius behind the *Metal Gear Solid* games casts his spell over the world of gargantuan fighting robots once again. The follow up to one of the most luxuriantly pretty games on PS2 promises more of all that made the original so thrilling: a mix of ballet-like mid-air combat and retina-shattering rucking miles above the helpless neon-lit cityscapes below. Stunning.

**X** **EXCLUSIVE:** *Tenchu 3: Wrath of Heaven*, *Silent Hill 3*, *Silent Hill 2 Director's Cut*, *Zone of the Enders 2*, *Contra: Shattered Soldier*, *Indiana Jones and the Emperor's Tomb*, *Rygar*, *Primal* (Special Feature), *Shinobi*. **NEWS:** *Mace Griffin Bounty Hunter*, *Star Craft: Ghost*, *Star Wars: Clone Wars*, *Fighting Allstars: Code Holder*, *Rolling*, *Moto GP 3*. **PREVIEWS:** *Legends of Wrestling 2*, *ATV Quad Power Racing 2*, *The Sims*, *SOS: The Final Escape*, *The Mark of Kri*, *Evolution Skateboarding*. **REVIEWS:** *Star Wars: Bounty Hunter*, *Grand Prix Challenge*, *Reign of Fire*, *Haven: Call of the King*, *Virtua Cop: Elite Edition*, *Ape Escape 2*, *Sly Raccoon*, *Defender*, *Battle Engine Aquila*, *Dragonball Z: Budokai*, *Big Mutha Truckers*, and many, many more!



# ONE RING TO RULE THEM ALL!

Five Lord of the Rings packs, each containing:

The Fellowship of the Ring – the PS2 game

The Fellowship of the Ring – the book

We haven't read the books. Yeah, we know, shocking, isn't it? But it's true. And it can be hard at times, especially when attending social occasions full of game geeks and roleplaying nerds. They look at us as if we're weird or something. We're weird?! Imagine it!

We thought we could survive the relentless abuse and disdainful looks. It's only a film, after all; it's a fad that'll pass as quickly as it came. Then another film was released in December and we realized we couldn't escape. So we bit the bullet and asked Vivendi Universal if we could "borrow" a copy of the book, just for research purposes. They must have misheard and, thinking we wanted to give them away to the readers, sent five copies of the book along with five copies of their recently released game.

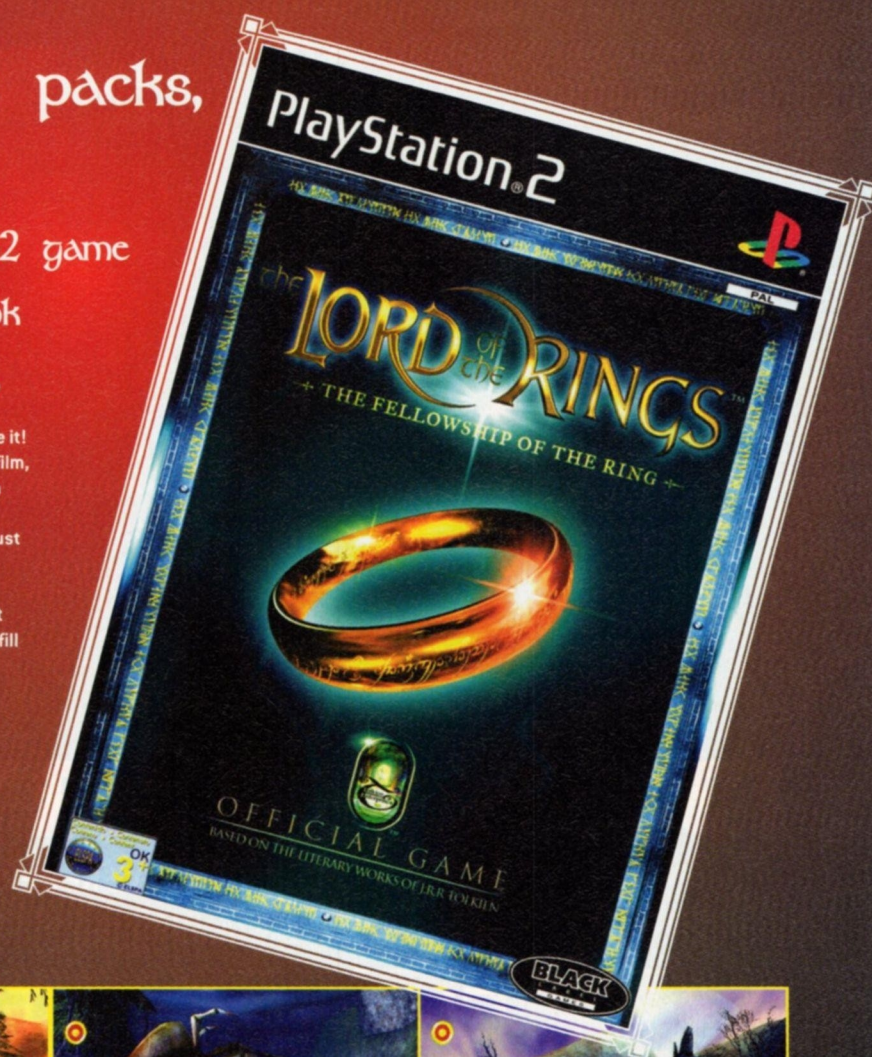
Confused, we initially thought we might have to read the damn thing five times. But then sanity prevailed, as we discovered there was the whole competition page left to fill and we needed a prize – quickly! So we're going to give them all away to you. And we won't have to read the book! Hurrah!

Answer the following question on the back of an envelope:

Q. How many rings in the Lord of the Rings?

Send your entry to:

Bored of the Rings  
PSW  
78 Renwick St  
Redfern NSW 2016





NEXT MONTH

GOOD GOTH! HE'S SUCH A CRY BABY



# DEVIL MAY CRY 2

THE DEFINITIVE REVIEW. ONLY IN PSW.

ON THE NEXT PSW DVD...

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SILENT HILL 3 / MACE GRIFFIN BOUNTY HUNTER / STARKY & HUTCH / SPLINTER CELL AND MANY MORE!

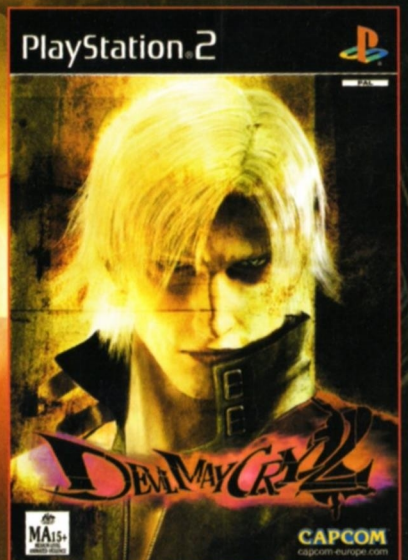
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MEDIUM LEVEL  
ANIMATED VIOLENCE

unleash your  
inner demon  
march 2003



# DEVIL MAY CRY 2

PlayStation®2

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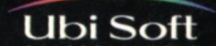


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